T28

TURNIP28

CORE RULES

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TURNIP28

The Squelchy Wargame

Churned mud and swampland stretches out into the gloom. Thick fog hangs heavy in the air. Rolling barrows loom out of the murk. A strange root writhes underfoot. A thousand years after the defeat of Napoleon at the Battle of Austerlitz, the world has fallen into decay. Endless war has led to technology stagnating, and beautiful countrysides have been ground to a thick ruin under the boots of a million dead men.

Now, nothing grows. A bizarre and horrible root covers the land, strangling the life from the trees, poisoning the water, and filling the sky with an acrid mist. Humanity barely endures by harvesting this disgusting tuber. It twists their bodies and minds, infesting their thoughts with divine visions of lost vegetables.

Bizarre religious orders have formed. They stockpile abandoned weapons unearthed by the twisting roots. Marching in column under fluttering banners, brandishing mud-clogged muskets and rusted bayonets, they are cruel parodies of long-forgotten armies on the march.

Gather your troops. Fix bayonets. Devote yourself to the roots.

Turnip28 Core Rules v17: The following is a living document containing all the rules needed to build a Regiment and fight battles in the world of Turnip28.

WHAT IS TURNIP28?

Turnip28 is a miniature wargame using 28mm scale figures lovingly converted from dusty hoards of historical and fantasy model kits. In short, it's a Kitbasher.

In Turnip28, players command Regiments, roughly 30 model strong, made up of incompetent Snobs, bedraggled Followers, and bizarre warmachines in battles lasting about an hour. Players will weep and cheer as deranged peasants kick each other to death in the mud.

While the core rules are contained herein, if you are keen to know more about the world of Turnip28, seek out the accompanying *Swollen Maglettes*. Each Issue is packed with worldbuilding fiction, community modelling guides, and fantastic art immersing you in the root veg apocalypse.

Von Sneg and Weezel: An unfortunate incident involving a paternal potato and an untreated verruca turned Von Sneg, an unparalleled strategist, into a writhing collection of digits.

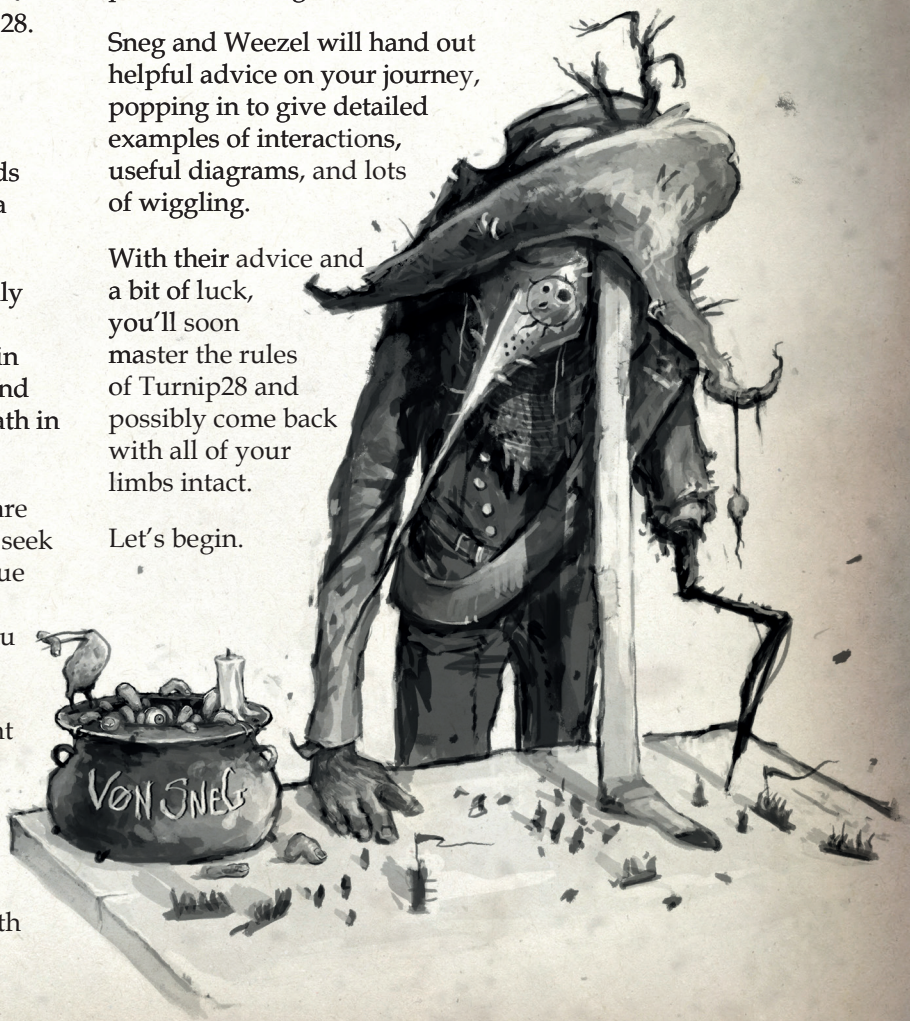
Now his tactical toes are shepherded around by his interpretor Weezel, an awkward aristocrat with a lack of self confidence.

In our ever-loving kindness, we have blackmailed the pair into lending their services.

Sneg and Weezel will hand out helpful advice on your journey, popping in to give detailed examples of interactions, useful diagrams, and lots of wiggling.

With their advice and a bit of luck, you'll soon master the rules of Turnip28 and possibly come back with all of your limbs intact.

Let's begin.



Preparing for Battle

Turnip Miniatures: Turnip28 is a miniatures wargame with no official Turnip28 miniatures.

Players are required to convert their figures using model kits and their own imaginations.

Issue 1 of *The Swollen Maglette* features an in-depth guide to help players create their first Regiment, ready to play a game of Turnip28.

If players have access to Tabletop Simulator, there is a Turnip28 mod available to play online right away.

> *Sneg's toes undulated, forming up in ranks before spelling out XXVIII.*
>
> *"28?" ventured Weezel.*
>
> 28 stands for the scale of the miniatures, measuring from the figure's head to its toes, however cunning generals could certainly play with different scales: Turnip32, Turnip06, Turnip03! The world is your slightly out-of-date oyster.

The Battlefield: Turnip28 is played on a flat surface usually between 3' and 4' square.

The board generally contains least 3-5 pieces of terrain. These are the bogs, sunken houses, and ramshackle farms which act as game pieces and help add visual flair to a table.

Turnip28 takes place in Cist, a mysterious and tussocked county obsessed with root vegetables. A more detailed look at the terrain of Cist will come later, but for now it's a good principle to have at least one piece of terrain for every 2' square of the board.

Dice: The game is played with six-sided dice, abbreviated in these rules as D6. Players will need a good two handfuls of D6s, about 20 should do.

Tokens: Players will need a selection of distinguishable tokens to play:

- **Panic Tokens:** The Regiment you'll be commanding are a nervous bunch, and to represent the panic its units accrue, players will need a collection of small tokens. Players could use black glass beads, corpses, teeth, or any other suitably small but noticeable game pieces.

  A unit can never have more than 6 panic tokens at one time, and so panic can also be represented by a single D6.

- **Powder Smoke Tokens:** Black powder weapons produce noxious plumes of smoke when fired. To represent this, a player will need some powder smoke tokens. Players could use bits of cotton wool, stuffing, or white glass beads.

- **Objective Markers:** Some scenarios may ask for players to place up to 5 objective markers. These could be many things of value, from precious root relics to the very last pair of clean socks.

  Objective markers are represented by 40mm diameter circular bases. Players are encouraged to decorate objective markers with something thematic. Heraldic banners are a favourite, with players switching them out with their Opponent when they are captured and lost.

- **Order Tokens:** Sometimes a hard fought battle can get particularly muddled. Players may wish to have a set of tokens for each of their units to show which units have given and received their orders thus far in a round.

  It is not essential to play with order tokens, but they are useful to have on hand.

Made to Measure: Turnip28 uses inches to measure distance, so players are recommended to bring a tape measure with an inch scale.

The game can be played using centimetres instead of inches. To do this, players should substitute 1" for 2cm.

If players are pushed for space and forced to play on a smaller on a 2'x2' board, simply halve the distance given and round up to the nearest whole number. 1" halved this way would stay at 1".

Print and Play: It is handy for both players to have access to the core rules while playing. The latest version of the rules will always be available for free online, thanks to the incredible support of Turnip28 Patrons.

To save players a bit of ink, there is an accompanying print-friendly version of the core rules available at: www.patreon.com/Turnip28

General Principles

Models: Each player commands a single Regiment of equal strength represented by a collection of miniature figures. We call these figures models.

Pieces of terrain are not classified as models, even if they are part of a Regiment.

Units: All models in Turnip28 are organised into units. A unit must consist of at least 1 model, but may have more. All models in a unit must be equipped the same.

Sneg's worn extremities danced around on their lonesome.

Any unit consisting of just one model is still classified as a unit. This means a Snob model, one of your Regiment's commanders, is a unit, even though they are on their own.

Unit Profiles: Each unit has a matching **Unit Profile**. This profile provides you with a flavourful description to help inspire your modelling, along with the unit's size and characteristics, and any special rules it has.

All models in the unit share the same unit profile.

Units Profiles can be found starting on page 29.

Unit Coherency: The battlefield is a truly terrifying place and it's all too easy for followers to lose their unit in the mist. To represent this, we use **Coherency**.

- For a unit to remain in coherency, every model in the unit must be within 1" of at least one other model from the same unit.
- In addition to this, to be in coherency, no model may be more than 8" from any other model in the same unit.

Units must be deployed, end all orders, and end all moves in coherency. You may never break coherency when removing casualties.

Friends and Enemies: Models and units belonging to you and those of your allies are considered **Friendly**. Models and units belonging to your opponent and their allies are considered the **Enemy**.

Basing: Every model in Turnip28 must be mounted on a base. A model's base can be any shape, so long as it fits within the two base size parameters given in its unit profile.

Base size is given in millimetres and will tell the player the minimum and maximum size a model's base may be.

For example, the base size of a Fodder model is given as 20mm/30mm. This means that:

- The model's base must be no smaller than a 20mm square.
- And must fit within and be no larger than a 30mm square.

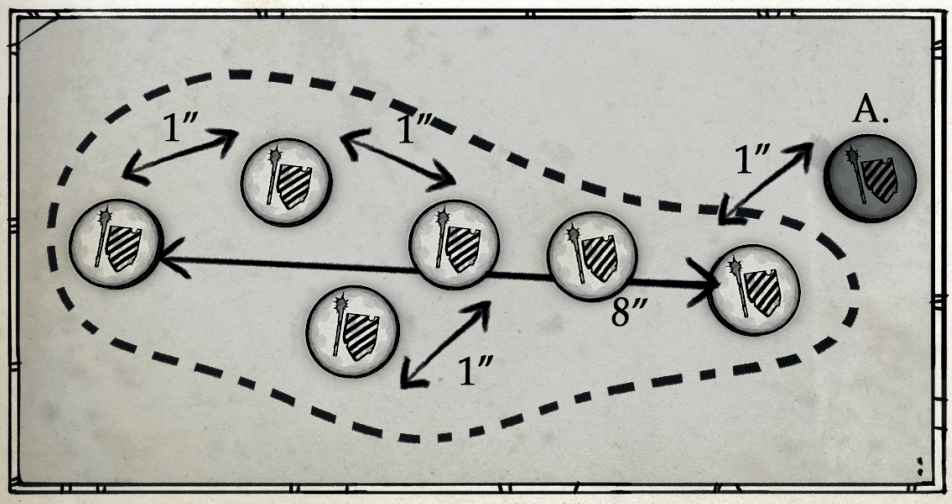
Basing in Turnip28 is more of an art than a science. The basing rules are rough guidelines only. Players should feel comfortable basing their models slightly outside the parameters given in their unit profile.

If playing in a competitive setting, it is worth making sure that a consistent shape and size for all bases is agreed on by all players.

Multibasing: Players may wish to base multiple models on a single large base. Models based this way must still be able to stay in coherency and all models must belong to the same unit. Treat a multibase as a singular model for the sake of targeting, line of sight, and movement.

Multibasing is a great way to speed up gameplay and a brilliant excuse to create particularly whimsical dioramas.

To help count casualties on bases with multiple figures, players will need to use easily distinguishable counters or dice to mark the number of models remaining, or wounds taken.



Models inside the dotted line are in **coherency** with each other.

A, however, is not in coherency. Although it is within 1" of another model from its unit, it is not within 8" of every other model.

"Sneg! Stop moving the pieces."

Characteristics: Every model in Turnip28 has a set of characteristics used to describe just how violent or pathetic they are. This can be found in their unit profile.

The example profile, a unit of Brutes, has the following characteristics:

Brutes (6 Models) **Base Size:** 20mm/30mm

M	A	I	W	V
6″	2	5+	1	5+

Movement (M): This is the maximum distance a model in this unit may be moved on the table.

Attacks (A): This is the number of dice rolled when each model makes an attack in a melee.

Inaccuracy (I): This is the minimum result required when attempting to land a successful attack on an enemy when shooting or in melee.

Wounds (W): This is the number of wounds a model may suffer before they are considered to have been slain and removed from the table as a casualty.

Vulnerability (V): This is the minimum result required when attempting to prevent any wounds received.

X+ Characteristics: Some characteristics are given as X+. For example, **(I)** and **(V)**.

X in this case refers to the minimum result needed on a D6 to generate a single success. The higher X+ is the lower chance a model has of succeeding.

For example, a Brute has an **(I)** of 5+. To achieve a successful Inaccuracy roll, they must roll at least a 5 or 6.

Improbable Hits: Characteristics of 7+ or higher (including 8+, 9+ and above) represent the sheer improbability of an event occurring.

Since a 7+ or higher cannot normally be rolled on a D6, for a unit with a characteristic of 7+ or higher to achieve a single success, its player must:

- First roll an unmodified 6.
- Roll that dice again and score an unmodified 4, 5, or 6.

Modifiers: Some rules may alter the characteristics of a model. Modifiers are cumulative. For instance, -1 lowers an X+ characteristic by 1, improving the odds of success, and vice versa for a +1.

An X+ characteristic can never be reduced below 2+, but can be raised above 7+. A roll of 1 in this case is always a failure.

Rolling Dice: Turnip28 uses D6s, but some rules may ask the player to roll 2D6, 3D6, etc. To do this, roll that number of D6s and add the results together.

When asked to roll a D3, roll a single D6 and halve the result, rounding up.

Re-Rolls: Sometimes a rule may ask the player to re-roll a dice. This means that a player should take that dice and roll it again. The player must accept the result of the new roll.

Once a dice has been re-rolled, it cannot be re-rolled again.

Some rules may make mention of **unmodified dice**: this refers to the result before any modifiers are applied.

Roll Offs: Some rules may ask players to roll off. To roll off, each player rolls a single dice and whoever rolls highest wins. If there is a tie, both players roll again until a winner can be found.

Roll off dice may never be modified.

Targeting: To simulate the appalling battle conditions of Turnip28, players MUST always target the closest enemy unit within line of sight.

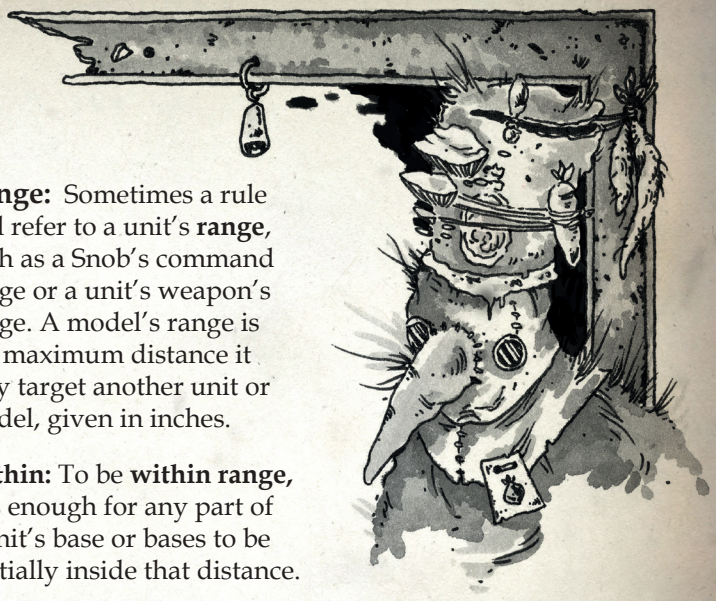
Unless specifically stated, anytime a rule asks the player to pick a target, they must always choose the closest enemy unit within line of sight.

If there are multiple units an equal distance away, the active player may choose which to target. Players may never divide their shooting attacks between multiple targets and may not attempt to charge multiple targets at the same time.

If the closest enemy unit is not within line of sight, then the player must choose the next closest unit in line of sight.

Measuring: Turnip28 allows players to measure at any time, in any situation. It is always acceptable for a player to check if their models are in or out of range without penalty.

When measuring the distance between two models, it is always between the two closest points of their bases.



Range: Sometimes a rule will refer to a unit's **range**, such as a Snob's command range or a unit's weapon's range. A model's range is the maximum distance it may target another unit or model, given in inches.

Within: To be **within range,** it is enough for any part of a unit's base or bases to be partially inside that distance.

To be within an area, it is enough for any part of a unit's base or bases to be partially inside that area.

Wholly Within: For a unit to be **wholly within** range, a unit's entire base or bases must not be any further away than the maximum range.

For a unit to be wholly within an area, its entire base or bases must be inside the area described.

These rules apply every time "wholly within" or "within" are mentioned in the rules, whether it mentions units, models, objectives, or other game pieces.

Strangling a root finch between delicate fingers, Weezel squeezes out a partially masticated toe from the birdlike creature.

The toes appear grateful.

Turnip28 players should always strive to be the best players they can be, and while that means mastering the rules and creating outstanding models, it also means playing with integrity and respect.

Put the enjoyment of your opponent first at all times, no matter how much you might revile their patron root vegetable.

Playing the Game

Scenarios: Every game of Turnip28 is played using one of several scenarios. These can be found starting on page 23.

Each scenario will provide players with the table size, terrain layout, victory conditions, and deployment rules required to play, as well as any horrific **scenario blunders** that may befall your models.

It is recommend that players play their first few games using the Long March scenario. Its straightforward rules will help players get to grips with their Regiments with minimal distractions.

Regiments: In Turnip28, each player commands a Regiment containing several characters, collectively known as **Snobs**, along with their **Followers**, a muster of incompetent murderers.

A Regiment is built from its Snobs up.

- First, every Regiment must have a single aristocratic Snob called a **Toff**. This is the charismatic Cult leader. A Regiment may only ever have one Toff.
    - For every Toff your Regiment has, they may also bring with them any **TWO** units of Followers.
- Secondly, accompanying a Regiment is a collection of snivelling sub-commanding Snobs called **Toadies**.
    - A player may take a number of Toadies agreed to by both players.
    - For every Toady, a player can bring **ONE** unit of Followers.

Once players have chosen their Snobs and Followers, their Regiment is finally complete.

To make sure that every Regiment has an equal chance at victory, games of Turnip28 are balanced by the number of Snobs each side has.

Players should agree beforehand on the number of Snobs they will use.

A collection of toes gingerly edge a couple of strangely carved caricatures onto the battle map.

"Is that us?"

"Wiggle!"

Turnip28 has been designed around a 3-Snob game with players' Regiments containing:

- 1 Toff
- 2 Toadies
- 4 units of Followers

This size game provides players with the most engaging and balanced 1v1 experience.

Turnip28 can be played with more than 2 players, but it is recommended that for every extra 2 players you reduce the number of Snobs by 1.

Cults: Once a Regiment has been assembled, players may choose which Cult that the Regiment belongs to.

Cults provide a thematic and exciting way to play Turnip28, adding unique units and strategies. Due to the added complexity of Cults, it is recommended players play a few games using only the core units before adding them.

A comprehensive list of Followers, Snobs, and Cults, and their unit profiles can be found on page 28.

Rounds: Turnip28 is played in rounds. A typical game lasts 4 rounds. In a round of Turnip28, players take turns giving out orders until every unit on the battlefield has either given or received one order.

Initiative: At the very start of a game of Turnip28, before all things, players must roll to off discover which Player has the Initiative.

The player with the Initiative will get first pick when deploying their units and gets to choose which unit to order first every round.

The player with the Initiative keeps the Initiative for the entire game.

Set up: Before placing any models, the table must be set up to the Scenario's specifications.

Terrain and any objectives are placed at this time, as well as any Cult-specific terrain pieces.

Players may wish to embellish their table with visual elements, such at root animals, peasants, or other suitable scenic pieces. These visual elements should not have any effect on gameplay and should be clearly distinguished before play begins.

The 1" Rule: To keep the game of Turnip28 easy to understand at a glance, and to help elements remain distinct, players must follow the 1" rule.

- A friendly Follower unit may never end its move or be deployed within 1" of another friendly Follower unit at any time. Snobs may be moved and end their moves within 1" of any Friendly unit.
- Retreating models in a unit are able to move within 1" and through any unit, so long as they end their move at least 1" away from any other unit.
- A unit may never move within 1", or be placed within 1" of an Enemy model. The only exception to this is when charging, where a model may come within 1" as it tries to get into base-to-base contact with the enemy.

Deployment: After the board has been set up, players will deploy their Regiments on the board. Depending on the scenario, players will have a set of deployment rules to follow, telling them how and where they may place their units. If the scenario says it has standard deployment, it will follow the steps below.

- Starting with the Player with the Initiative, take turns deploying a a single Snob—accompanied by their Followers—anywhere in their **deployment zone**.
  - The deployment zone is an area of the board specifically designated by the scenario. Some rules may allow a player to deploy units outside their deployment zone, independent of a scenario's rules.
  - It is good practice, before setting up, to tell your opponent which Followers belong to which Snobs.
  - Remember: A Toff brings **two** Followers units with them, and will deploy with two Follower units. Toadies with **one**.

A column of toes arranges itself on the map, while a singular big toe struts about behind them.

A Snob and its Followers do not necessarily need to be placed near each other. They may be placed anywhere in their deployment zone, but it is always a good idea to keep Followers in command range of their commanders and to hide your Snobs behind your Followers.

They tend to get shot.

- Players continue placing Snobs and their Followers, going back and forth, until no more can be deployed.
  - Units must always be deployed in coherency and obey the 1" rule.
  - Once all Snobs and their units have been deployed, the battle can commence.

If you've taken a few nervous looks at the Cults and scenarios at the back of this book, it might seem a bit overwhelming.

Don't panic!

Turnip28 has been designed to be played in a modular fashion.

Players are more than encouraged to take only what they want from the system, playing at a level of complexity they enjoy. If you prefer to play without Cults or scenarios, go for it! If a rule doesn't quite capture your imagination, and your group agrees, feel free to modify or remove it entirely.

Try inventing your own Cult to represent your Turnip collection. It's a lot of fun.

Orders

Your Followers are waiting. It's time to give them orders.

Units in Turnip28 cannot act on the battlefield without **Orders**. When a unit is given an order, it is able to perform a selection of actions including: moving, shooting, and fighting in melee.

Every round of Turnip28 is broken down into orders.

In a round, both players take turns to order their units until every Follower unit has been ordered once.

To order their units and fight a full round of Turnip28, players follow this sequence:

ORDERS SEQUENCE

Starting with the player who has the Initiative,

1. Pick a friendly Snob under your control to **Make Ready**.
2. Then choose a nearby friendly unit of Followers in command range of the Snob to receive orders.
3. Declare to your opponent which unit you have chosen and which order they are going to perform from the **Orders List**.
4. Roll to see if the unit **Blunders**.
5. Perform the order to completion.
6. Once the order has been completed, it is your opponent's turn. They repeat steps 1 through 6, with play passing back and forth until ALL Snobs on the table have given orders.

   If a player runs out of Snobs, their opponent continues repeating steps 1 through 6.

   If all Followers on the table have been given at least one order this round, the round ends and a new one begins.

   If not, proceed to step 7.

Starting with the player who finished activating their Snobs first,

7. Pick a friendly Follower unit under your control that hasn't performed an order this round to Make Ready.
8. Perform steps, 3, 4, and 5.
9. Once the order has been completed, it is your opponent's turn. Repeat steps 7 to 9 until ALL remaining Followers have performed an order once. The round then ends and a new one begins.

Make Ready: This is a step when the Snob is chosen, but before it has given any orders. It is often used for activating Cult special abilities.

Command Range: Every Snob has a command range given in its unit profile: **Toffs: 6″**, **Toadies: 3″**.

This is the range within which they are able to give orders to their Followers. A Snob only orders a friendly unit if its within their command range.

If players are playing with Snobs with wildly different base sizes, for a more equal experience it is advised they measure from the centre of the Snob's base instead.

"Those poor fools; I turn my back for a second and they start eating each other."

Clever players will keep their Followers in command range for as much of the game as possible.

- It prevents the chance of scenario blundering.
- It prevents having to wait until the end of a round before giving orders.

A player with an eye for angles may find ways of forcing an opponent's units to retreat out of command range before they get a chance to be ordered.

Snobs with Initiative: If there are no units in command range, or if the player so chooses, they may perform ONE order from the Orders List with their chosen Snob instead of ordering a unit of Followers.

When Snobs perform an order this way, they NEVER roll to blunder and are considered to have given an order for that round.

Snobs can only give one order a round and it is impossible for Snobs to give orders to other Snobs. They just don't listen.

ORDERS LIST

Orders: Listed below are the all of the basic orders which a unit can receive. Belonging to a Cult or playing a certain scenario may grant your Regiment access to more.

➤ **Volley Fire!**
Taking time to unclog and pick the leeches off their muskets, they open fire.

- The ordered unit enters a **shooting engagement** with a target enemy unit within their weapon's range.
- The ordered unit reduces its Inaccuracy characteristic **(I)** by 1 during the shooting engagement.

BLUNDER: If this unit blunders, it does not receive the -1 to its Inaccuracy.

➤ **Move and Shoot!**
Trudging through the mud, they bring their muskets to bear on an unsuspecting foe.

- The ordered unit moves up to their full Movement characteristic **(M)** and enters a shooting engagement with a target enemy unit within their weapon's range, if possible.

BLUNDER: If this unit blunders, it may only move D6" before entering the shooting engagement.

➤ **March!**
Moving at double pace through the mire, the ragtag band of followers takes ground.

- The ordered unit moves up to their Movement characteristic **(M)** plus an additional **2D6"**.

BLUNDER: If this unit blunders, it may only move up to **M+D6"**.

➤ **Charge!**
Into the puddle of death they screamed.

- The ordered unit charges, moving **M+2D6"** towards a target enemy unit within charge range and line of sight, and enters a **Melee**.

BLUNDER: If this unit blunders, it may only charge **M+D6"**.

Remember: A unit receives a panic token each time it blunders.

Blunders: *Followers aren't the most competent of soldiers and are prone to blundering even over the simplest order.*

Every time a player decides to order a unit of Followers, they must roll to see if they **Blunder**.

- After a player has declared which order the unit is going to perform, they must roll a dice. On a roll of a 1, the unit blunders and can only perform a limited version of the order (found in the Orders List).
- If a Follower unit blunders, it immediately receives a panic token (see page 19).

Follower units MUST receive an order every round, whether that be from a Snob or from themselves, and so will always be at risk of blundering.

Scenario Blunders: *Followers without command are often worse than hopeless.*

If a Follower unit blunders during an order not given to them by a Snob (see steps 8 through 10 of the Orders Sequence), they have instead **Scenario Blundered**.

The unit immediately receives one panic token as normal, but suffers the effects of the scenario blunder instead.

The effect of the scenario blunder will depend on which scenario is being played.

A list of scenarios, along with their scenario blunders, can be starting on page 23.

Movement

A **Move**, or **Moving**, is when a model travels across the table. This can be as part of an order, as part of a retreat, or as part or any number of actions that require the model to traverse the battlefield in some way.

Players can usually only move units as part of a March, Charge, or Move and Shoot order. Some Cult special rules may allow the players to move models in unique ways. These moves will follow all the normal rules for moving unless specifically stated otherwise.

To move a unit, simply pick up the models in the unit and place them down in the desired position. This can be done one at a time or all at once.

When a model moves, it may move in any direction and can take any path, so long as the length of its route is no further than the maximum distance permitted for their move.

Players should make sure to measure from the same part of the model's base every time they end a move.

Moving and Coherency: Models must always stay in coherency and obey the 1" rule at the end of their move (see page 9).

- Models may not move through models, or the gaps between models, belonging to other friendly or enemy units.
  - The only exception to this is when retreating.
  - Models may move through models in their own unit.
- Models may not usually move within 1" of an enemy unit.
  - The only time a model may move within 1" of an enemy unit is during a Charge.
  - A model may never end its charge within 1" of an enemy or friendly unit that was not the target of the charge.

Snobs Moving with Followers: When a Snob orders a unit of Followers to March, Charge, or Move and Shoot, the player MAY move the Snob with their unit.

The player moves the Snob at the same time, so that it ends its move within command range of the ordered unit. A Snob may exceed its Movement (**M**), but must always take the shortest route possible, usually moving in a straight line. The Snob cannot end its move within 1" an enemy unit.

The Snob itself isn't Marching, Charging, or Moving and Shooting, so may never enter a melee or shooting engagement this way.

Moving Across: Sometimes a rule will require a model or unit to have **moved across** something. A model is considered to have moved across a thing if the path of its movement would cause any part of its base to have moved over any part of that thing's base.

Directly Towards: Some rules may require a model to move directly towards something. This means a player should move the model towards that target in a straight line via the shortest route possible.

Directly Away: Some rules may require a model to move directly away from something. This means a player must move their model away from that target in a straight line, aiming to get as far away as possible via the shortest route possible.

To do this, players should draw an invisible line running through the centre of their model and the target they are moving directly towards, or away from.

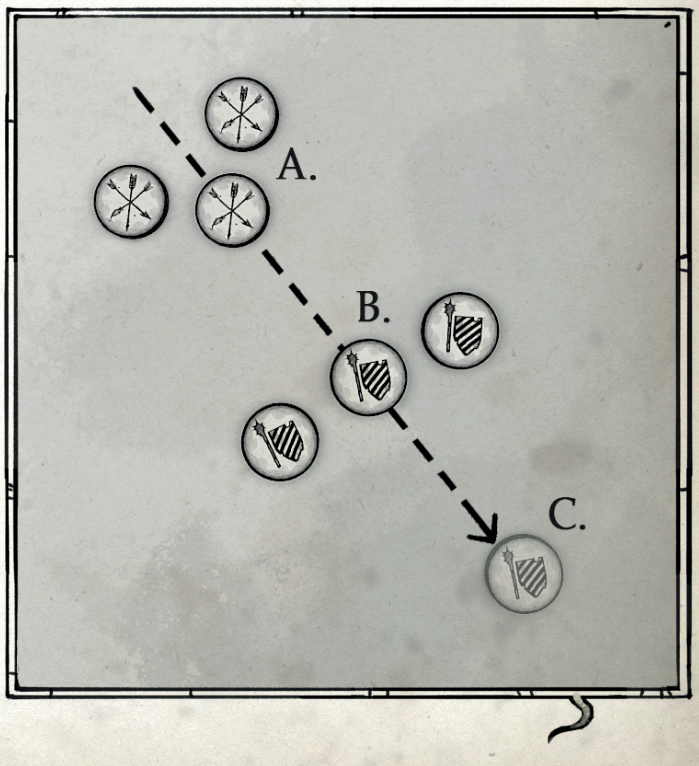
The players should then proceed to move their model along this imaginary line, towards or away from that target until the distance given has been reached.

The toes concentrated hard on the taller of the two figurines. Eyes narrowed, Weezel watched them punt it into a pint of Squench.

In the example below, the players need to move the model **B** directly away from the model **A**.

To find out which direction to move, the players draw an imaginary line running through the centres of models **A** and **B**.

Model **B** now moves along this line, away from **A**, until it has travelled the required distance. In this case, ending up at **C**.



Shooting Engagements

"Make ready, present... Fire!"

A model **Shoots**, or is **Shooting,** when it enters a **shooting engagement**. A shooting engagement usually takes place as part of an order and involves a shooting unit and its target.

Shooting engagements in Turnip28 are done simultaneously, both units perform shooting attacks against each other equal to the number of models in their units.

Only units with **ranged weapons** can shoot. **Blackpowder**, **Missile**, **Pistols and Sabres** and other equipment with a **Weapon's Range** in its profile are ranged weapons. **Close Combat** weapons are not ranged weapons, and so units equipped with them cannot shoot.

When a model or unit shoots, they enter a shooting engagement and must follow this following sequence.

SHOOTING ENGAGEMENT SEQUENCE

Starting with the player who is shooting,

1. Declare the target of the shooting engagement. The target must be a unit within range and in line of sight of at least one model from the shooting unit.

2. Check to see if the target is also able to shoot.

   If the target unit is able to shoot, and has at least one model in range and line of sight, it must **Return Fire**. Players should proceed to step 4.

   If the target is not able to shoot, proceed to step 3.

   Units with powder smoke tokens cannot return fire.

3. The shooting unit performs a number of shooting attacks equal to the number of models in its unit.

   The target player removes any casualties and the players work out the winner and loser (see page 15).

   If there is a winner, the loser must retreat. If no winner can be found, then no unit retreats.

   The shooting engagement ends.

4. Both units perform simultaneous shooting attacks against each other equal to the number of models in their respective units.

   After attacks have been made, players remove any casualties and work out the winner and loser of the engagement (see page 15).

   If there is a winner, the loser must retreat. If no winner can be found, then no unit retreats.

   The shooting engagement ends.

Soupy fog hangs low over the battlefield, noxious powder smoke burns the eyes.

A distant plop can be heard, as if a toe had fallen into a fen.

Note on Casualties: Because shooting attacks happen simultaneously, and casualties are resolved after all models have shot, casualties caused by shooting attacks will not affect the ability of the target to return fire.

Weapon's Range: To be "in range" when shooting, it is enough for any part of any model's base in the target unit to be within the distance given under **weapon's range** on the shooter's unit profile.

Most Followers will have a weapon's range of 18", while most Snobs have a range of 6".

Line of Sight: Line of Sight is an imaginary line drawn from the edge of a shooting model's base to its target. If this line intersects anything which blocks line of sight, then that model's target is not in line of sight.

Line of Sight Blockers:

- Friendly and enemy units block line of sight, as does the space between models in a unit.

  Every model is considered to have an infinitely tall height for the sake of working out line of sight. This means that, while you may be able to physically see taller units behind a unit, they are not in line of sight.

- Terrain can block line of sight if it obscures almost all of a model. It can be helpful to get down to the model's eye level to check if they can see their enemy.

- Snobs never block line of sight.

  They tend to be ducking.

- Models and the gaps between models never block the line of sight of other models in the same unit.

360° View: Models in Turnip28 have a 360 degree field of view at all times, and so can potentially target any unit around them.

While it is not required, players are always encouraged to face models in the direction they are shooting or charging, during their movement.

Range, Line of Sight, and Modifiers: If one model from a unit is in range or in line of sight, the entire unit is considered to be in range or line of sight

If players are playing with units including multibased models, all figures mounted to the same base are considered one model for the sake of targeting e.g., if one model from a multibase can see, or be seen, then so can the rest of the multibase.

If some models in a unit can target the enemy but receive a modifier to their rolls for whatever reason, all models in that unit will be affected by those modifiers.

If some models in a unit are not in range, or cannot draw line of sight to their target, they may still shoot so long as at least one model from their unit can.

Return Fire: Return fire is treated as a normal shooting attack, resolved at the same time, and follows all the rules that shooting attacks must follow.

Shooting Attacks: When units shoot as part of a shooting engagement, they make a number of **Shooting Attacks**. Each attack represents the firing of a singular model's weapons.

A shooting attack is made up of several steps simulating the Inaccuracy of the shooter, the Vulnerability of their opponent, and the damage the shot does.

Shooting attacks should all be rolled simultaneously.

To perform a shooting attack, players should follow these steps:

SHOOTING ATTACK SEQUENCE

For a unit's Shooting attacks,

1. Roll one D6 for each model in the shooting unit.
2. Make a single Inaccuracy roll for each shooting attack:

   Every dice that scores equal to or higher than the shooting model's **Inaccuracy (I)** is a hit.

   Every dice that scores lower than the model's **(I)** is a miss.
3. For each hit, the target of the shooting attack must make a single vulnerability roll:

   Every dice that scores equal to or higher than the target's **Vulnerability (V)** is a save.

   For every dice that scores lower than the target's **(V),** The target unit suffers a wound.
4. The target unit calculates all unsaved wounds and any casualties are removed.
5. If the target of the shooting attack suffers at least one hit, regardless of whether it was saved or not, they receive a panic token.

Remember: Shooting attacks are performed simultaneously, so causalities from both sides are removed at the same time.

Black Powder Weapons: Units equipped with black powder weapons can only fire once per round.

To represent the time it takes to fire a musket, when a unit with black powder weapons makes a shooting attack, they receive a **Powder Smoke** token. The unit cannot shoot again until the start of the next round.

At the start of each round, remove all powder smoke tokens.

Inaccuracy Rolls: Inaccuracy rolls represent the model's malicious, if often hopeless, intent. The lower **Inaccuracy (I)** a unit has, the more skillful it is.

Successful Inaccuracy rolls generate hits which, if unsaved by their target's vulnerability rolls, generate wounds.

Some rules may modify the Inaccuracy of the shooting unit. The shooter must always use their modified Inaccuracy when making their shooting attacks, even when re-rolling.

Vulnerability Rolls: Though they might rupture spleens, burst rib cages, or explode eyeballs, wounds aren't always fatal.

Every time a unit a unit suffers a hit by a shooting or melee attack, they must make a vulnerability roll. If the roll is failed, the unit suffers a wound.

Weapons that cause multiple wounds per hit only require 1 successful save to prevent all the wounds.

Vulnerability rolls of a natural 1 always fail.

Wounds: Every model in a unit has a number of **Wounds (W)**, as specified in their unit profile. Once a model has suffered a number of wounds equal to their Wounds characteristic, they are considered to have perished and are removed as a casualty.

The player in control of the unit suffering the wounds allocates them, one at a time, to any model in the unit. Once a model has begun receiving wounds, the player must continue to allocate wounds to that model until it has perished before allocating wounds to other models in the same unit.

Sometimes a weapon (for example a stump gun) may cause multiple wounds on each hit. A model may only take as many wounds as it has **(W)** before its removed as a casualty. Any excess wounds must be allocated to another model in the unit.

This way, there can never be two or more wounded models in a unit at any time.

You may never break coherency when you remove casualties.

Removed from the Table: If a rule states that a model is just removed from the table, they are not wounded and there can be no vulnerability roll to prevent this.

Winners and Losers: At the end of a shooting engagement, or after fighting a bout in a melee, players are required to determine a winner and a loser.

- The **Winner** is the unit that caused the most unsaved wounds.
- The **Loser** is the unit that caused the fewest unsaved wounds.
- If both units caused an equal number of unsaved wounds, then there is no winner.

To determine winners and losers in melee, players only count wounds caused during a single bout.

Charging

A **Charge**, or **Charging,** is an order that allows a unit to enter into melee with another unit. The charging unit moves towards their target and enters a **melee** if they can get within base-to-base contact.

Close combat in Turnip28 is shockingly brutal. The mere threat of melee can force panicked units to break and run before they even have a chance to fight.

To charge, a player must follow these steps:

CHARGING SEQUENCE

To charge a unit,

1. Declare the target of your charge. The target must be within charge range and in line of sight.

2. The target unit must take a **Panic Test** (see page 19):

   If the panic test is passed, players continue to step 3.

   If the panic test is failed, the target of the charge immediately retreats and players continue to step 4.

3. The target of the charge must **Stand and Shoot** if able.

   If the target of the charge is equipped with ranged weapons, it **MUST** Stand and Shoot. If it has a powder smoke token, it cannot Stand and Shoot.

   A unit does not need to be in range or in line of sight to Stand and Shoot. It is assumed the unit waits until just before impact before firing its weapons.

If the charging unit survives the Stand and Shoot,

4. Roll the charge distance for your charge:

   Movement **(M) + 2D6**

   Blunder: Movement **(M) + 1D6**

5. Starting with the closest model, move towards the target, one model at a time, traveling no further than the charge distance, aiming to get as many models into base-to-base contact with the target as possible via the shortest route possible.

   If any model in the charging unit makes it into base-to-base contact with the target, the charge is a success and both units fight in a melee (see page 18).

   If it is impossible for any model in the charging unit to make it into base to base contact with the target, all models must still move towards the target their full charge distance via the shortest route possible.

Base-to-Base contact: Some rules refer to **base-to-base** contact. For something to be in base to base contact, it is enough for any part of one base to be touching any part of another base.

Charge Targets: As with shooting, you must always target the closest enemy unit when charging. It is impossible to charge multiple units or to enter into melee with multiple units at once.

Charge Range: This is the highest possible charge distance that could be rolled. Generally, this will be 18" for infantry and 24" for cavalry.

For instance, if a unit blunders, it would roll 1 fewer D6 when charging. This would reduce its Charge Range by 6". For a blundering unit of Fodder, this would make its Charge Range 12".

Charge Distance: This is the maximum distance a charging unit can move during a charge, determined by rolling during the charging sequence. No model in the charging unit can exceed the charge distance for any reason.

Stand and Shoot: If the target of a charge has passed its panic test (see page 19) and it is equipped with ranged weapons, it MUST **Stand and Shoot**.

- A unit equipped with close combat weapons may never Stand and Shoot.
- A unit with a powder smoke token may never Stand and Shoot.

When a unit Stands and Shoots it immediately makes a shooting attack against the charging unit.

This is treated just like a normal shooting attack, however the shooter does not need to be within range or line of sight of its target.

This is a shooting attack, and not a shooting engagement, so the charging unit cannot fire back.

- Black powder units will still receive a powder smoke token, and if the charging unit is hit, the charging unit will still receive a panic token.

After the shooting attack is resolved and casualties are removed, and if there is anything left of the charging unit, the charge proceeds.

Any wounds taken during the Stand and Shoot do not count towards finding winners or losers of the melee.

Failed Charges: If it is impossible for any model in the charging unit make it into base-to-base contact with the target, they must still move towards the target their full charge distance via the shortest route possible.

If an enemy unit fails a panic test and flees off the table, or is completely removed for any other reason during their retreat, the charging unit should aim to end their charge where the last fleeing model was removed.

Charging units cannot charge off the board, and must stop at the board edge.

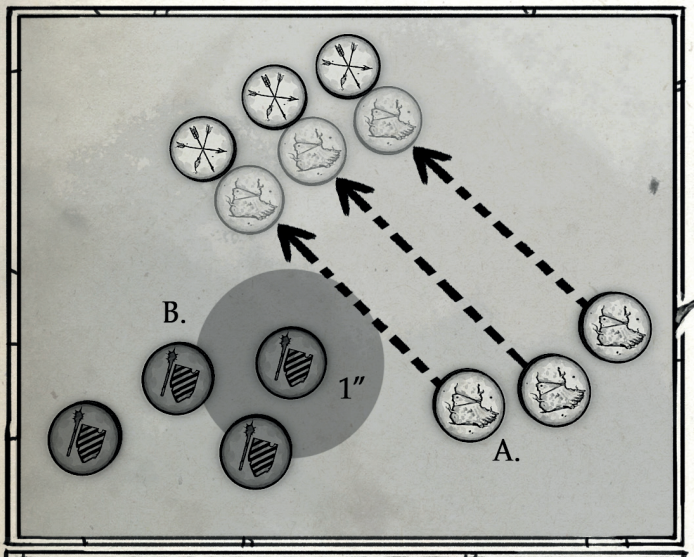
Charging and the 1″ Rule: Charging is the only time a unit may come within 1″ of an enemy unit.

- A charging unit may come within 1″ of another enemy unit during its charge move.
- A charging unit may never finish its move within 1″ of another unit except the target of its charge.
- You may never charge through other units, or through the gaps between models in other units.

Charging through Dangerous Terrain: If, at any time during a charge, any model in the charging unit moves across dangerous terrain, the entire unit must immediately take a **dangerous terrain test (see page 22)**.

This test should be performed as soon as the last model has moved its charge distance.

Any casualties from this test are removed before the unit enters melee.



In this example: Unit A comes within 1″ of unit B during its charge move. However, as no model from A ends the move within 1″ of any model from B, this charge is legal.

Melee

"Spill their guts. I want sausages!"

Models fight in close combat by entering into a **Melee**. Units can only enter a melee using a charge order.

Unlike shooting engagements, melee attacks are done one unit at a time, not simultaneously. It is possible for one unit to completely wipe out another unit before it has the chance to fight back.

Melee is fought in **Bouts**, in which both units have a chance to attack each other. To fight in melee, after a unit has successfully charged, follow this sequence:

MELEE SEQUENCE

Starting with the player that charged,

1. Make a number of **Melee Attacks** equal to the combined Attack characteristics **(A)** of every model in your unit.

   All models in a unit may attack, even if they are not in base-to-base with the enemy.

   For example, a unit of 6 Brutes with an **(A)** of 2 would make 12 total melee attacks.

2. Your opponent removes any casualties suffered.

3. Your opponent makes a number of melee attacks equal to the combined **(A)** of every model remaining in their unit.

   For example, if a unit of 6 Brutes suffered 5 casualties, they would only be able to make 2 melee attacks.

4. Remove casualties your unit suffered.

5. Find the winner and loser of the melee.

   The winner is the unit that caused the most unsaved wounds in that bout.

   If there is a winner, the loser must retreat.

   If there is no winner, then players fight another bout.

6. Fight bouts until a winner can be found or one unit is completely destroyed.

   If a unit is completely destroyed during a bout, the melee immediately ends and the surviving unit is considered the winner.

7. After the winner has been found, all units involved in the melee receive 1 panic token (page 19).

Melee Attacks: When a model fights in a melee, it makes **melee attacks**. All units can fight in Melee whether they have Close Combat weapons or not.

Some equipment or special rules may modify the Inaccuracy **(I)** of a unit's melee attacks. E.g., units equipped with close combat weapons (see page 28).

To make a melee attack, players should follow this sequence:

MELEE ATTACK SEQUENCE

For a unit's Melee attacks,

1. Roll a number of D6s equal to the combined Attack characteristics **(A)** of all models in the attacking unit.

   Every dice that scores equal to or higher than the attacking model's **Inaccuracy (I)** is a hit.

   Every dice that scores lower than the model's **(I)** is a miss.

2. For each hit, the target of the melee attack must make a single vulnerability roll.

   Every dice that scores equal to or higher than the target's **Vulnerability (V)** is a save.

   For every dice that scores lower than the target's **(V)**, the target unit suffers a wound.

3. The defending unit calculates all unsaved wounds, and any casualties are removed.

Panic

"Oh my parsnips."

Panic!: Over the course of the game, units will build up panic from the stress of battle. This is represented by **panic tokens**. A unit may accumulate panic from various sources over the course of a battle. The most common sources of panic are:

- Blundering an order (see page 11).
- Being hit by a shooting attack (see page 13).
- Fighting in a melee (see page 18).
- Failing a dangerous terrain test (see page 22).

Many Cults allow for players to manipulate panic; however, it is always important to remember a unit may only ever have a maximum of 6 panic tokens at any one time.

When playing games without the strange and mysterious rules of Cults, there is no way to remove panic once a unit gains it.

Panic Tests: When a unit is charged, it will need to take a **panic test** to see if it still has the will to fight.

A unit that fails a panic test immediately Retreats (see page 20.)

To perform a panic test, the charged unit's player rolls a dice and adds its result to the number of panic tokens that unit has.

- If the total is 6 or less, the test is passed.
- If the total is 7 or more, the unit immediately retreats.
- A roll of a 1 always passes.

Units with zero panic tokens cannot fail a panic test, so the test can be skipped.

Running Down Retreating Units: If a unit retreats because of a panic test, the charging unit must still attempt to get into base-to-base contact with its target, using the shortest route possible.

If any model in the charging unit makes it into base-to-base contact with the target after it has retreated its full distance, then the **retreating unit is completely destroyed**. Remove it from the table.

Remember: A charging unit may never finish its charge within 1" of another unit other than its target.

If it is impossible for the charging unit to reach its target without breaking coherency or the 1" rule (such as being blocked by an enemy unit), it must still attempt to move as close to its target as possible via the shortest route possible, most often stopping 1" in front of the blocking unit.

Fearless: Some units, such as Brutes, and some terrain, such as Defensible Terrain, uses the **Fearless** Special rule.

Fearless: Every time a unit with Fearless is required to retreat, including after a failed panic test, on a 3+ they do not retreat and are treated as if they passed the panic test.

Melee and Fearless: If a unit with the special rule Fearless loses combat but passes its fearless roll, it does not count as having retreated. Instead it, moves directly away from the winner 1".

If a unit cannot be placed this way without breaking coherency or the 1" rule, keep the unit in the same place. The Fearless unit still counts as having lost.

Retreating

"Run away!"

A unit **Retreats,** or is **Retreating** when they move directly away from an enemy, usually after failing a panic test, losing a melee, or losing a shooting engagement.

Players may never retreat voluntarily. When a unit is forced to retreat, they must follow these steps:

RETREATING

For ease of explanation, we will refer to the unit that caused the retreat as the enemy during these steps.

To move a retreating unit,

1. Roll your retreat distance.

   The retreat distance is D6 plus an additional 2" for every panic token your unit has.

   For example, a unit of Whelps with 4 panic tokens forced to retreat would move D6 + 8" directly away from the enemy.

2. Determine the model in your unit furthest from the enemy.

   This model is your **Pleb**.

   If there are models equally distant from the enemy, you may choose between them.

3. Move the Pleb directly away from the closest enemy model, travelling no less than the full retreat distance.

   If there are enemy models equally distant from the Pleb, then you may chose between them.

   If it is impossible to place the Pleb 1" away from another unit, it must keep travelling directly away from the enemy until this is possible.

4. Move the rest of your unit, one model at a time, so that every model in the unit ends their move in coherency with the Pleb.

   Models must travel in a straight line and no less than the retreat distance. They may never end their move within 1" of an enemy model.

   Each time your unit moves across dangerous terrain or another friendly or enemy unit (excluding friendly Snobs), it must take a dangerous terrain test (see page 22).

   Remove any casualties and add any panic tokens. This completes the retreat

Moving Retreating Units: Models in retreating units may move over other units, so long as they end their move 1" away.

If a retreating model would end its retreat within 1" of another unit, it must continue to retreat until it is not within 1". A unit may cross multiple units this way.

Retreating and Dangerous Terrain: Turnip28 battlefields are confusing places, shrouded in fog and smoke. Fleeing through a startled unit of comrades will more than likely earn you a trowel in the spleen.

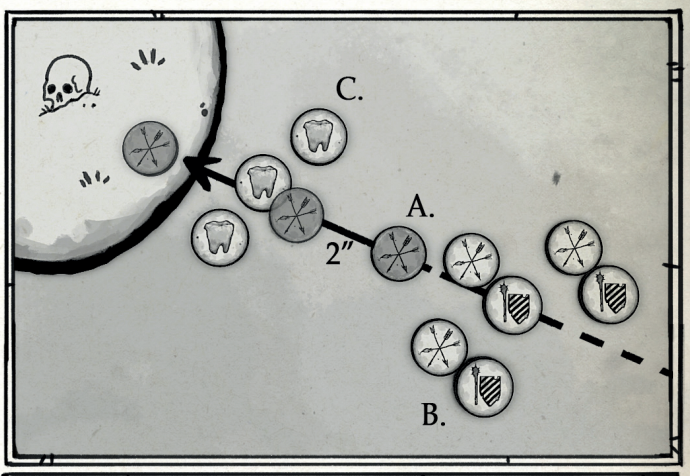
Every time a unit moves over the following as part of its retreat, it must take a dangerous terrain test:

- Dangerous Terrain.
- Friendly and Enemy Follower units.

  Retreating through Snobs DOES NOT cause a dangerous terrain test, even if they belong to the enemy. Snobs are usually crying in the mud at this point and are trying not to get in the way.

A unit must take a test each time it moves over the above. Even if only one model has moved across the above, the test is taken for each model in that unit.

The tests are taken and casualties removed after every model in the unit has finished its move



In this example: Pleb **A** must retreat 2" from unit **B**. However, unit **C** is in the way. Pleb **A** must continue its retreat until it is at least 1" away from **C**.

Unfortunately, now **A's** whole unit will take TWO dangerous terrain tests.

ROSIN

Terrain

The battlefields of Turnip28 are muddy marshlands scattered with sunken houses, blistered with tussocks, and enthusiastically coloured with the sprouting of root vegetables.

It is not uncommon to see a relic of the past, an overgrown bastille, or the ruins of a shattered castle looming out of the mist. These, however, are long past their glory days and barely provide enough defense to hold together in a strong breeze.

Terrain is not a unit or a model, but a specific area representing the environment of the Turnip28 world. Terrain pieces have rough size recommendations, but players are encouraged to place visual flair above all else.

Players are encouraged to add noninteractive elements. A few tufts on a base can do a lot to break up a barren table. These are not terrain for gameplay purposes and should be distinguishable as such.

Models and Terrain: Models can be placed on any part of a piece of Cover, Defensible, or Dangerous terrain, unless it is physically impossible.

It is encouraged that players make their terrain pieces open and accessible to models to make gameplay smoother.

Terrain and Charging Units: A unit that stands and shoots a charging unit that is moving from or through any piece of cover or defensible terrain does not suffer the Inaccuracy penalty.

Types of Terrain: There are 4 types of terrain in Turnip28. Some Cults may also have access to their own unique terrain pieces, such as the Tall Man.

Each scenario will tell the players which terrain to bring and how many. These are the following terrain types:

Cover: Representing the decaying walls, erected root gabions, or any low obstacle. Typically cover is about 6" long and 1" wide and about chest height.

Units that shoot at targets with at least half of their models behind and within 3" of a piece of cover receive +1 to their Inaccuracy.

Impassable Terrain: This includes complete and fortified buildings or any unscalable natural formations, as well as the edge of the board. Impassable terrain should be no larger than 6"x6", and cannot be moved through for any reason.

Any unit that would move into base-to-base contact with impassable terrain (including the table edge) as the result of a retreat, must remove a number of models equal to the number of panic tokens it has as they are crushed or flee from the battlefield never to return.

Defensible Terrain: Sunken row houses, ancient overgrown forts, or an outhouse covered in spikes. Any 6"x6" area that offers heavy protection is classified as defensible terrain.

Units shooting at targets wholly within defensible terrain receive a +1 to their Inaccuracy.

Units that are the target of shooting attacks while in defensible terrain are considered to have **Fearless** (see page 19).

> *The toes dash inside a mug as Weezel gets his tweezers.*
>
> Defensible terrain only offers protection and **Fearless** against shooting attacks. If you want to oust a stubborn unit from defensible terrain, you're going to have to charge.

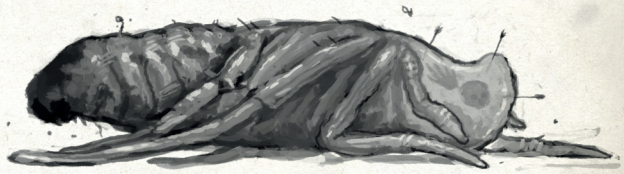
Dangerous Terrain: Dangerous terrain should be represented by an area of about 9"x9"and could be a leech swamp, root pit, or the ever popular and humble bog. Any area which may pose a threat to adventuring Regiments counts as dangerous terrain.

Units that move across dangerous terrain must take a dangerous terrain test.

A unit must take a test every time it moves over a piece of dangerous terrain. The test is taken after every model in the unit has moved.

A model is considered to have moved across dangerous terrain if any part of its base has moved over any part of the terrain piece.

A unit does not take a dangerous terrain test simply for existing within the terrain, but only when it decides to move. This usually only applies to units deployed within dangerous terrain at the start of a game, who are safe until they choose to move or are forced to retreat.



Dangerous Terrain Tests: To perform a dangerous terrain test, roll a dice for every model in the unit. If the result is an unmodified 1, remove that model the game.

If any model in the unit fails a dangerous terrain test, the unit receives a single panic token.

Players may never break coherency when removing casualties suffered from dangerous terrain tests.

Terrain Size: The sizes of terrain given above are only guidelines. Players are encouraged to create terrain of varying sizes and shapes.

Scenarios

Every game of Turnip28 is played using one of several scenarios.

A scenario will provide the players with the table size, terrain layout, deployment rules, and victory conditions required to play.

Some scenarios will favour different play-styles, and each scenario comes with its own specific scenario blunder that players will need to consider.

Trouble in the Fog favours more aggressive close-combat-focused Regiments, while Crossing the Dredge will favour more defensive and ranged focused forces.

Table Size: The scenarios listed are designed to be played on a 48"x48" board. Players should be able to use other board sizes if the deployment zones are adjusted so they are the same distance apart as shown.

Terrain Layout: Each scenario will instruct the players how to lay out the terrain for that game, as well as provide one possible example layout, via a diagram.

When placing terrain and objectives, players always start with the player who has the Initiative (see page 9).

Each layout is written as if each piece of terrain exactly matches the size guidelines given on page 19.

Turnip28 terrain represents the lumpy nature of Cist, and it is understood that not all terrain is built equally. Players may find it useful to combine several smaller pieces to represent a single piece of terrain, making sure they are all within 3" of each other.

Deployment Rules: Depending on the scenario, players will have a set of deployment rules to follow, telling them how and where they may place their units. If the Scenario says it has "standard deployment," it will follow the steps found on page 8 under **Deployment**.

Board Edges: Some rules may mention the player's board. A player's board edge is the side of the board/table closest to where they are sitting, assuming both players are sitting opposite each other.

These would be the top and the bottom of the boards for the Long March, Trouble in the Fog, and Crossing the Dredge.

Objectives: Every scenario will present the players with up to 5 objectives and instructions on how to place them. These are represented by 40mm Objective Markers.

Capturing Objectives: All objectives on the table start the game **uncaptured** and cannot be moved once the game has begun.

An objective is a **captured** any time a Follower unit **ENDS** its move within 1" of it. This may include as part a march, charge, or even a retreat.

> *"Wiggle Wiggle Wiggle."*
>
> *"That's a bit obvious, isn't it?"*
>
> Follower units never capture objectives *during* their move. It is not enough to simply pass by an objective to capture it. A player must capture the objective at the end of their move.

Once captured, an objective remains captured until the end of the game unless it is captured by another player.

Only one objective can be captured at a time. If a unit moves within 1" of two or more objectives with one move, the unit's player must choose which objective is captured.

Objectives with units deployed within 1" are considered captured.

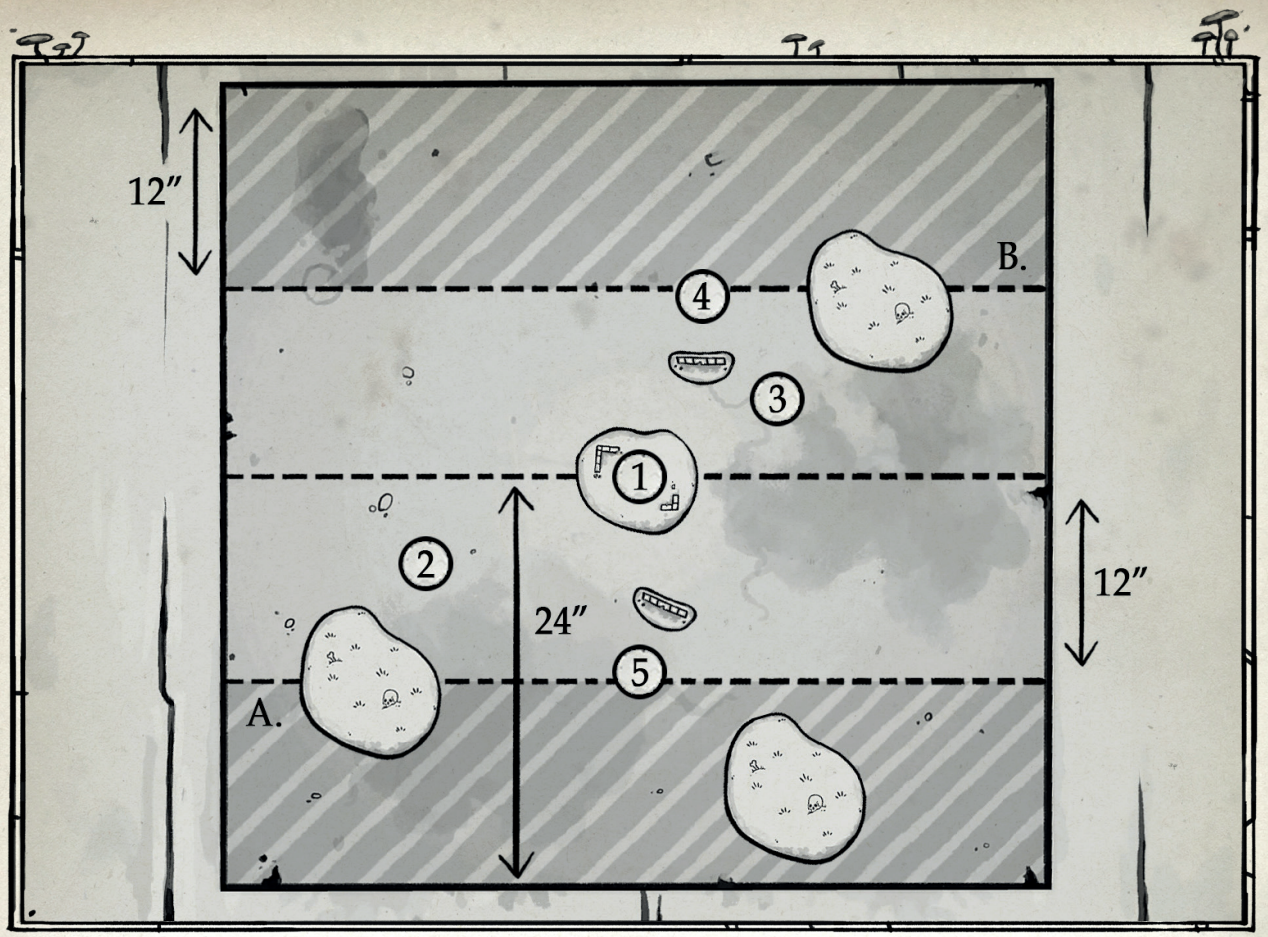
A player may not capture an objective if there is an enemy Follower unit within 1" of it. The objective instead becomes uncaptured.

An uncaptured objective with both players' Follower units within 1" becomes captured immediately as soon as there is only one unit within 1". There is no need for the capturing unit to move.

Special Note: A unit may move across objectives, but may never finish a move on top of one.

Snobs can never capture objectives.

Victory Conditions: Every scenario comes with its own set of victory conditions. If any of these are achieved by a player at any time, the game ends and that player is victorious.



A Long March

Reduced to squeezing slugs for nourishment, they pushed onward into the valley. Would this be their final battle?

Board Size: 48″x 48″

Terrain Layout:

- Players take turns placing 1 piece of dangerous terrain each until there are 3 pieces on the table.

  They must be placed within each player's deployment zone (**A**,**B**) and must not be within 8″of each other.

- The player with the initiative places 1 piece of defensible terrain somewhere along the centre line, and not within 8″ of any board edge. The centre line is 24″ from and parallel to the players' board edge.

- Take turns placing 1 piece of cover each, anywhere on the board.

Objectives:

- Take turns placing 5 objective markers.

  They must be not be wholly within either player's deployment zone, and must not be within 8″ of each other or 8″ of a table edge.

- The 5th objective marker must be placed wholly within the defensible terrain.

Deployment: Standard.

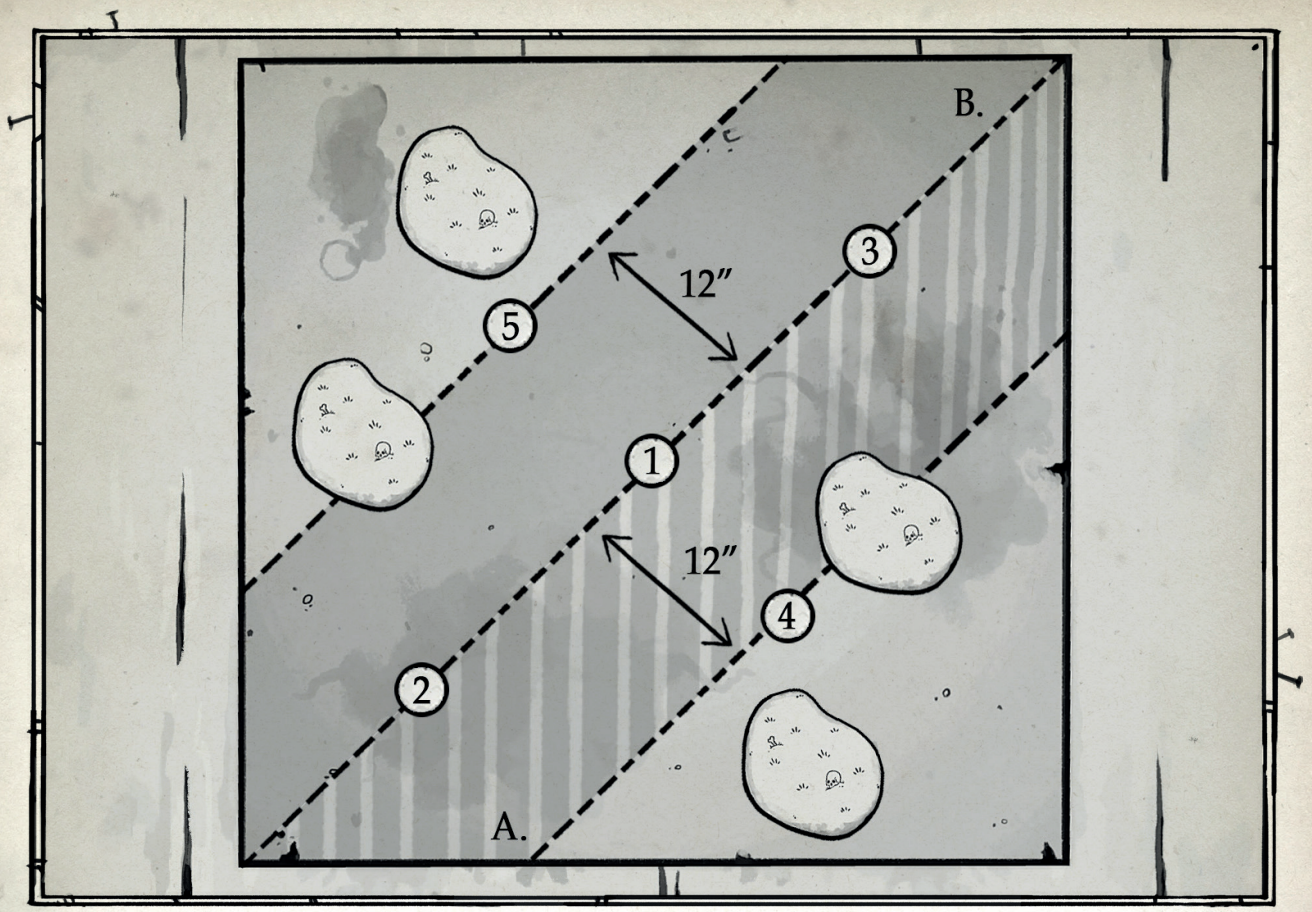
Deployment Zones: 12″ from the players' board edges: Areas **A**, **B**.

Victory Conditions: The game ends after 4 rounds. The player who controls the most objective markers at the end of the 4th round is the victor.

Headless Chicken: If at any time a player loses all their Snobs, they lose the game and their opponent is victorious.

Scenario Blunder: The unit gives into its ravenous hunger and removes D3 models. The unit then performs their unblundered order normally. Models can and will eat themselves.

Remember: The Follower unit that scenario blunders still receives 1 panic token.



Trouble in the Fog

Two opposing columns, stretched out on the march, walk barely meters apart, blissfully unaware as the impenetrable fog begins to lift.

Board Size: 48″x 48″

Terrain Layout:

- Take turns placing 1 piece of dangerous terrain each until there are 4 pieces on the table.

  They may be placed anywhere except wholly within the players' deployment zones (**A**,**B**). They must not be within 8″ of each other.

Objectives:

- Take turns placing 5 objectives.

  They must be within a player's deployment zone and not be within 8″ of each other or the table edge.

- 1 objective marker must be placed in the centre of the board.

Deployment: Standard.

Deployment Zones: 12″ from a central line that crosses from opposite corners. Areas **A**, **B**.

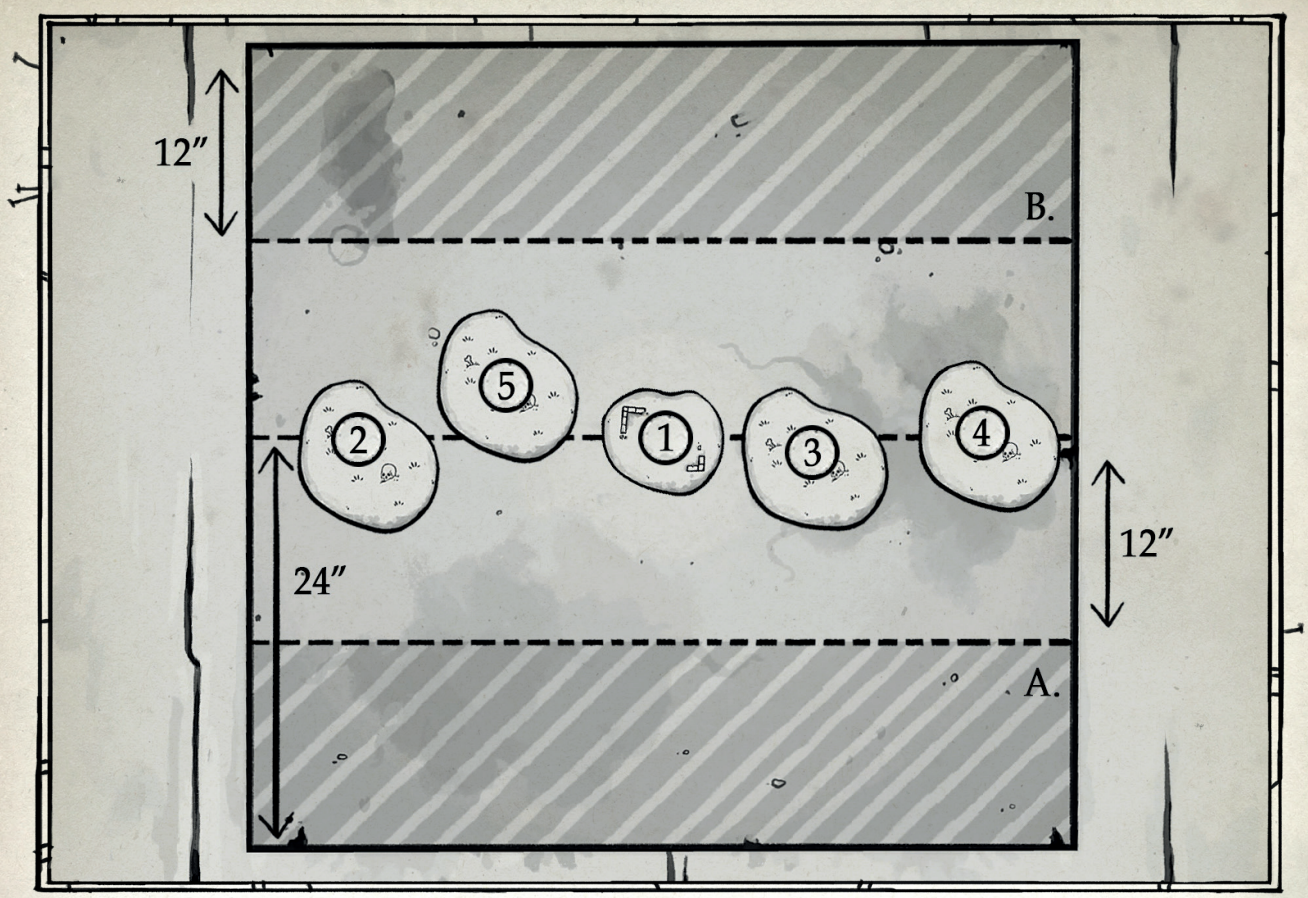
It may be helpful to mark out the central line with string, dice, or a laser pointer when setting up.

Victory Conditions: The game ends after 4 rounds. The player who controls the most objective markers at the end of the 4th round is the victor.

Headless Chicken: If at any time a player loses all their Snobs, they lose the game and their opponent is victorious.

Scenario Blunder: The unit is becoming increasingly nervous, as unseen battle rages around them.

The Follower unit receives 2 panic tokens in addition to the usual 1 (+3 panic tokens), then performs the normal order (not the blunder version).



Crossing the Dredge

A soggy stretch of treacherous swampland lies in front of the Regiments. An ancient and rotten bridge providing the only sure path across the Dredge.

Board Size: 48″x 48″

Terrain Layout:

- Place 1 piece of defensible terrain along the centre line of the board. The centre line is 24″ from and parallel to the players' board edges.
- Take turns placing 4 pieces of dangerous terrain anywhere along the centre line.

Objectives:

- Take turns placing an objective wholly within each piece of terrain.

Deployment: Standard.

Deployment Zones: 2″ from the players' board edges: Areas **A**, **B**.

Victory Conditions: The game ends after 4 rounds. The player who controls the most objective markers at the end of the 4th round is the victor.

Headless Chicken: If at any time a player loses all their Snobs, they lose the game and their opponent is victorious.

Scenario Blunder: Mistaking very clear commands, the unit hurls itself into the swamp and at the enemy.

The Follower unit must charge the nearest enemy unit, even if that unit is out of range and line of sight.

The charged unit will make a panic test and still get a chance to stand and shoot. This charge is treated as if it had been ordered to charge normally and without blundering.

This charge replaces that unit's order for that round.

Stump Guns and other immovable units cannot charge this way.

Building Your Regiment

"Not you lot again."

In Turnip28, each player commands a Regiment made up of Snobs and their Followers.

Regiments have been designed to be easy to build, with players hastily scribbling them on the back of a potato the night before the battle.

All Core Units have been tested to be equivalent in strength, and while some may have more specific uses, and some combinations might preform better in some scenarios, a player should feel encouraged to experiment with the knowledge that, though every one of their units is pathetic, there are no terrible choices.

Likewise, each Cult has been tested to be of equivalent strength, though some may require more experience to use.

Before building a Regiment, players should agree on the number of Snobs and whether Cults are being used.

A typical game is a 3-Snob game.

To build a Regiment, players should follow these steps:

BUILDING A REGIMENT

1. Pick a Cult (if they are being used).

2. Take **1** Toff.

   A Regiment may only ever have one Toff.

   For each Toff, pick and equip **2** units of Followers from the list of core units or from your chosen Cult's units, if available.

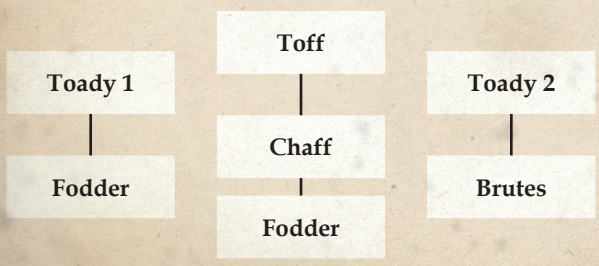
3. Take an agreed upon number of Toadies.

   Unless specifically stated, each player's Regiment must contain the same number of Snobs.

   For each Toady, pick and equip **1** unit of Followers.

Once players have chosen their Snobs and Followers, their Regiment is complete.

Below, we have an example Regiment It has 3 Snobs, 2 units of Fodder, 1 unit of Chaff, and 1 unit of Brutes, for a total of 7 units.



Core Units: Unless specifically stated, any Regiment may take followers from the core unit list (pages 30-32). A player can take as many of the same type of Followers as they wish.

Four Stump Guns are fun until you realise they can't move.

Equipment: When you pick a Follower unit, you must also choose how it is equipped.

Followers must be equipped with Follower equipment, while Snobs must be equipped with Snob equipment.

All models in a unit must be equipped the same way.

Some unit profiles state that a unit must be equipped a certain way. These units may never change their equipment for any reason.

Follower Equipment:

- **Black Powder Weapons (Ranged):** *Rusted relics of a lost age. Muskets, blunderbusses, and other things that go boom.*

  Units equipped this way receive a powder smoke token every time they shoot.

  Units with powder smoke tokens cannot shoot.

- **Missile Weapons (Ranged):** *Bows, slings, crossbows, javelins, or particularly vicious potatoes. The traditional, slightly less deadly weapons of Cist.*

  Units equipped this way reduce the Vulnerability of their target by 2 when they shoot.

  For example, a target's save of 5+ will improve to a 3+ if shot at by missile weapons.

- **Close Combat Weapons:** *All manner of nasty-looking objects used for killing up close.*

  Units equipped this way reduce their Inaccuracy by 1 for all melee attacks.

  For example, when using close combat weapons, a melee attack needing 6+ to hit instead needs a 5+.

  A unit equipped with close combat weapons MAY re-roll their charge distance dice. If a player chooses to re-roll their charge distance, both dice must be re-rolled and they must accept the new result.

Snob Equipment:

- **Pistols and Sabres (Ranged):** *Snobs don't often get their hands dirty, preferring to enthusiastically gesture.*

  Units equipped this way do not generate a powder smoke token when they shoot, and are not considered to be equipped with close combat weapons.

Snobs

Toff (1 Model)
Base Size: 20mm/60mm

A Regiment is always led by a character known to their Followers as the Toff. Individuals exhibiting odd mutations and outstanding personalities, Toffs represent the fanatic holy men, inspiring commanders, and dubious prophets that aim to gain a reputation in the swamps.

Command Range: 6″

M	A	I	W	V
6″	2	5+	2	5+

Weapon's Range: 6″

Toff Off!: When a Toff you control is **Made Ready** within 18″ and line of sight of an enemy Toff, you may propose a Toff Off!

A Toff Off! is a relatively honourable duel to the death, where only one Toff will be left standing.

When a player is challenged to a Toff Off!, they MUST accept.

- **Sabres For Tea:** To fight a Toff Off!, both Toffs make simultaneous melee attacks against each other until one Toff has perished. When one or both Toffs expire, the Toff Off! ends.
  - If your Toff is still alive, proceed with your Toff's Orders.
  - If not, your Order ends.

Nice Spot for a Picnic: Players are encouraged to pick a suitably grandiose spot on the battlefield to host their toff off! Mark the Toff's original positions and place them in the area ready for their duel.

Once one or both Toffs have gone to nibble that great turnip in the sky (died), return the victor to their original position and proceed with their orders.

Toady (1 Model)
Base Size: 20mm/40mm

Following the Toff like leeches are a collection of squabbling Toadies. These are the snivelling subcommanders that fawn and flatter their self-important Toff on their crusade.

Command Range: 3″

M	A	I	W	V
6″	1	5+	1	5+

Weapon's Range: 6″

Followers

Fodder (12 Models)
Base Size: 20mm/30mm

Forming the core of most Regiments, these Followers are the masses willing to lay down their lives for their odd causes. Malnourished saps, Fodder are gathered together in tight order and pushed onwards by pounding drums and inspiring banners.

M	A	I	W	V
6″	1	6+	1	6+

Weapon's Range: 18″

Safety in Numbers: If the unit contains 8 or more models, it is **Fearless** (see Brutes).

Brutes (6 Models)
Base Size: 20mm/30mm

Especially dedicated to the cause and completely addicted to the strange powers of the roots, Brutes are relatively well fed and often heavily armoured.

M	A	I	W	V
6″	2	5+	1	5+

Weapon's Range: 18″

Fearless (see page 19): Every time a unit with fearless is required to retreat, including after a failed panic test, on a 3+ they do not retreat and are treated as if they passed the panic test.

Chaff (4 Models)
Base size: 20mm/30mm

Representing the lighter skirmishing troops, Chaff are remarkably terrible shots considering all their boasting, but their ability to distract and confuse opponents proves invaluable in the heat of battle.

M	A	I	W	V
6″	1	5+	1	6+

Weapon's Range: 18″

Sharpshooters: When shooting or charging, this unit can target any enemy unit, not just the closest.

Vanguard: After deployment, starting with the player with the Initiative, players take turns moving a unit with **Vanguard** up to its Movement Characteristic **(M).**

A deployed Snob does not move if their units use **Vanguard.** Vanguard happens after Preliminary Bombardment (see Stump Gun's rules page 32).

Skirmish: When this unit is the target of a shooting attack, increase the Inaccuracy of the shooter by 2 for that attack.

For example, a unit of Fodder that returns fire against a unit of Chaff with **Skirmish** would have its **(I)** increased from 6+ to 8+ (see Improbable Hits on page 5).

Cavalry Followers

Whelps (4 Models)
Base Size: 40mm/60mm

Roaming the countryside in packs, these riders stalk the endless columns of pilgrims that march through the fog, picking off the starving, the feeble, and the afraid.

M	A	I	W	V
12″	2	5+	2	6+

Weapon's Range: 18″

Dash: This unit may make a move up to its Movement Characteristic **(M)** after it has completed an order.

Snobs cannot be moved alongside units by using **Dash,** as it happens AFTER the Snob's order has been completed.

Bastards (3 models)
Base size: 40mm/60mm

The illegitimate offspring of the countless Toadies who travel through the marsh. Eager to prove their worth to their uncaring parents, they thoughtlessly hurtle headlong into the most gruesome combats on their frothing steeds.

M	A	I	W	V
12″	4	5+	2	5+

Weapon's Range: 18″

Bowel-Loosening Charge: When a unit with this rule charges, their target must re-roll any successful panic tests.

Stump Gun (1 Model)
Base Size: 40mm/80mm

Heads are pulped, legs severed, and arms are torn from their sockets as plumes of blood and mud erupt from the enemy ranks. The ancient relic laughs its bellicose laugh and another cannonball is rammed down its greedy gullet.

M	A	I	W	V
0″	3	6+	3	5+

The Stump Gun model is a composed of a cannon and its crew, but is considered 1 model. If the cannon and crew are on separate bases, the crew are not part of the game and simply act as wound tokens.

The Stump Gun is equipped as if it had a **Black Powder weapon** (see page 28).

Ammunition: When a Stump Gun makes a shooting attack, it can use one of two types of ammunition: Round Shot or Grape Shot.

- **Round Shot (Weapon's Range:** 60″**)**
  The player rolls three shooting attack dice instead of the usual one. Any hits cause 2 wounds to the target unit. These wounds cannot be prevented by a Vulnerability roll.

- **Grape Shot (Weapon's Range:** 12″**)**
  Before making the shooting attack, the player rolls 3D6. The total rolled is the number of shooting attacks the Stump Gun makes against the target unit. The target can make its Vulnerability rolls normally.

Unstable Icon: Like all artillery the Regiments use, Stump Guns are prone to failing catastrophically.

- When rolling to hit as part of a shooting attack, the Stump Gun receives one panic token for each unmodified 1 rolled. Any 1s rolled when generating Grape Shot's 3D6 attacks do not generate panic tokens, only the rolls to hit. Shooting attacks should be rolled all at once, not one at a time.

- If the Stump Gun has 3 or more panic tokens before it makes a shooting attack, it is dangerously unstable. If any further natural 1s are rolled when rolling to hit, something has gone horribly wrong. Immediately remove the gun from the table as it detonates, obliterating the crew completely. The gun resolves its shooting attacks as normal, even if it explodes. Its crew, the barrel, and surrounding plant matter cease to exist, but their shot still speeds towards their opponent.

  - A Stump Gun must have at least 3 panic tokens when it rolls its shooting attacks to have any risk of exploding.

Stubborn Fanatics: The crew of a Stump Gun love their grumpy child and will never abandon them. The Stump Gun cannot be moved. It cannot Charge, March, or Move and Shoot, and will never retreat under any circumstance.

Preliminary Bombardment: After players have deployed, but before any Cult abilities have been used, players may choose to fire a preliminary bombardment. Starting with the player with the Initiative, players take turns making a free shooting attack with this unit. Preliminary bombardments can generate panic tokens, but do not cause a unit to Retreat. The target unit must still be in range and line of sight.

You do not need to roll for blundering during a Preliminary Bombardment.

Cults

A turbid, mud-puddled County somewhere in the remains of the Prince-Bishopric of Liège, Cist is host to many religious groups. These hostile factions vie for dominance and vegetables.

Regiments devote themselves wholeheartedly to a Cult with enthusiastic abandon. Cajoled with promises of holy relics and a bite to eat, fuddled officers drag their grumbling Followers into a world of maddening sectarian slaughter.

Strange Regiments on the March: Cults create an interesting and exciting way to play Turnip28, bringing new units, powerful abilities, and tactical challenges to the table.

Within the following pages, players will find a list of the most prominent Cults in Cist, along with their complete rules.

"*Join the Brotherhood. All the toes you can eat.*"

Cults are designed for players looking for a more advanced and complete Turnip experience.

Toads: It is recommended players play a few games of the core rules without Cults until they are comfortable with the mechanics. If players are determined to jump straight in, the Cults have been split into three tiers of complexity.

- **Toadpole (Green):** The most straightforward Cults, with limited or no new units.
- **Toadlet (Amber):** Cults that require slightly more investment from the player, often with a single core mechanic that can be mastered.
- **Toad (Red):** The most involved Cults, asking a player for many new units or providing the player with dramatically different ways to play.

Playing with Cults: All Cults are designed to be of roughly equal strength, providing the players with a balanced and competitive game, more so than just the core game.

While some Cults may fair better against others, every Cult should stand its fair chance of winning.

"*The Tall man calls for thee.*"

Cults dramatically power up a player's Regiment, so for players looking for a relatively Cultless experience against an opponent using a Cult, try Stranglin' Harry or any of the toadpole Cults.

"*Grogs Grogs Grogs Grogs Grogs Grogs.*"

Cult Rules: If a Cult rule seems to contradict a core rule, the Cult rule always supersedes the core rules.

Choosing a Cult: Designed to be picked up and discarded with the minimum of investment, players inspired by a Cult will find it easy to assemble. Often only requiring only a single new unit, players can add the new unit to their existing Regiment and discover a completely new way to play.

While changing Cults is designed to be easy, a Regiment can never devote itself to more than one Cult at any time.

Some Cults may provide the player with access to units available in another Cult. A Regiment may only ever use the rules listed in their chosen Cult rules and never from any other Cult, even if they share the same unit.

"*Tod's here... Oh God, not again.*"

Stranglin' Harry's Wretched Recruits

"You disgusting maggots. You appalling, pathetic excuses for boils. You newly slapped arses.

You fools in a sack. You right 'orrible little shits.

Now listen here. I don't mind that you don't know anything. I don't worry that you and your thumbs wouldn't last a minute with the Brotherhood. I don't even care that you spill your guts at the sight of a burst bollock. I can rest easy on my laurels because Harry's here now. Old Harry'll teach you. Harry's here to help.

Do what Harry says and you might live to tell about it."

Stranglin' Harry: *"Don't look at me like that, you're givin' me nightmares."*

Stranglin' Harry is a sergeant whose noteworthy career and questionable methods have trained many incompetent recruits into murdering fools.

By choosing this Cult, you gain access to these powerful abilities.

Duck, You prick!: *Harry isn't going to command your troops for you, he's got a date with his wife!*

Harry does not take part in the battle, however his expert training has made your officers flinch at the slightest sound.

All Snobs in your Regiment have +1 Wound.

Harry's Method: Each time a unit you control successfully completes one of these actions, they may immediately remove **3** panic tokens.

- **Stik 'em, you animals!** Charge an enemy unit with a powder smoke token.
- **NOW, you idiots!** Volly and enter a shooting engagement with an enemy unit with a powder smoke token.
- **Kill 'em in the mud!** Force an enemy unit to take a dangerous terrain test when it retreats.
- **It's just bloody sitting there!** Capture an objective.

Harry's Training Bucket: You may take ONE unit of Rootlings as one of your Follower units.

Rootlings (6 Models)
Base Size: 20mm/30mm

"Now here's a bucket of freshly throttled rootlings to look after. If you think you can, keep the bloody things alive and sick them on the enemy. Then maybe, just maybe, I'll introduce you to the rest of the Cults."

M	A	I	W	V
6"	2	7+	1	7+

Rootlings are considered to be equipped with Close Combat weapons.

Uproot: When this unit is killed, at the start of the next round, place the unit within a piece of dangerous terrain, not within 1" of any other unit.

Marsh Born: This unit always passes dangerous terrain tests.

How They Play

"Harry scares me. There's something about the way he sloshes that bucket."

A toe nods, while others huddle in a cowed mass.

Dealing with Harry: Stranglin' Harry's Wretched Recruits rewards and teaches players good Turnip fundamentals. Focusing on Harry's method will keep your rabble reassured and in the fight while your Snobs look after themselves.

Rootlings to the rescue! Able to shrug off arrows and hide in bogs from angry axe-wielding peasants, Rootlings can help a player deal with the worrying holes in Harry's method.

Frequently Asked Questions: Helpful clarifications and explanations.

- **Harry's Method:** ***Von Sneg, Sir, when using Harry's Method, do we remove 2 panic tokens every time the retreating unit makes a Dangerous Terrain Test?***

  No. You remove only 2 panic tokens, despite the number of dangerous terrain tests taken, so long as the retreating unit takes at least one.

- **Panic Tokens:** ***Sneg, what if my unit only has 1 panic token?***

  You remove only 1 panic token.

- **Rootlings:** ***Von Sneg, do I take the Rootlings in addition to, or instead of a Follower unit?***

  Instead of. You must substitute one of your picks with the unit of Rootlings.

  You may only take one unit of Rootlings.

- **Uproot:** ***Von Sneg, When a Rootling unit returns to the battlefield, does it return with all its casualties and panic tokens?***

  Casualties: When a unit with Uproot is placed back on the battlefield, it returns at full strength with the number of models in its unit profile.

  Tokens: A unit with Uproot retains any tokens it had when it left the battlefield.

- **Capturing:** ***Can Rootlings capture objectives when you place 'em on the board with Uproot?***

  No! They are **Placed**. To capture, a unit must be deployed or moved within 1" of an objective.

The Slug's Lament

Hunched and grumbling, they march through fire and rain into the jaws of death. Irate and exhausted veterans too bitter to back down, the grenadiers of The Slug's Lament are a formidable foe on the Battlefield.

Spitting a hunk of gristle at the nearmost Fodder, the old soldier leaned back on her chair.

"Now let me tell you young turnips about how we butchered Sott."

Grogs: *"You want it done right? Send in the Grogs."*

By choosing this Cult, you gain access to a collection of incredibly grizzled veterans: the **Grogs** and the **Old Guard**.

You may never take any units of Brutes when building your Regiment. You may, however, take a unit of Grogs as Followers instead of a core unit when building your Regiment. You may only ever have TWO units of Grogs in your Regiment.

After you have built your Regiment, you must take ONE additional unit of Grogs called the **Old Guard**. The Old Guard is taken in addition to any Grogs you may have already taken as part of your Snobs' Followers.

The Old Guard: The Old Guard are treated exactly like a unit of Grogs, however when it is your turn to deploy your Toff and their Followers at the start of the game, place your unit of Old Guard to one side, off the table.

Call the Old Guard: At the start of the THIRD round, place your Toff, along with your unit of Old Guard, within 6" of any table edge, excluding your opponent's board edge.

The Old Guard must be deployed in coherency within command range of your Toff, obeying the 1" rule.

Tired and Weary: The Old Guard arrives on the battlefield with SIX panic tokens.

Grogs (6 Models)
Base Size: 20mm/30mm

"Bah! Call that a bayonet? I've seen sharper parsnips."

M	A	I	W	V
6"	2	4+	1	5+

Weapon's Range: 18"

Fearless: Every time a unit with fearless is required to retreat, including after a failed panic test, on a 3+ they do not retreat and are treated as if they passed the panic test.

Disgustingly Stubborn: When retreating, this unit only retreats ONE inch for every panic token instead of the normal 2".

Grenadiers: Grogs must be equipped with black powder weapons.

Bristling: In addition to their normal weapons, Snobs belonging to The Slug's Lament must be equipped with **Moustaches.** While fetching, Moustaches sadly confer no benefits and are for appearances only.

Late as Usual: When deploying your regiment at the start of the game, when it is your turn to deploy your Toff and their two Follower units, deploy your Followers as usual, but place your Toff to one side, off the table.

How They Play

A hideously scarred and moustachioed toe crawls across the table.

Grumbling with Grogs: The Slug's Lament provides the player with some of the strongest Followers in the game. The Cult's strength and stubbornness must be relied on while waiting for the Old Guard to arrive.

You will find yourself out-Snobbed in the early game, so play carefully until the third round, where you and your Old Guard can unleash hell.

Frequently Asked Questions: Helpful clarifications and explanations.

- **The Old Guard:** ***Mr. Sneg: How do I place my Toff and the Old Guard?***

  Both units, the Toff and the Old Guard, are placed at the same time. They can be placed anywhere on the board, so long as they are within 6" of any table edge, excluding your opponent's.

  Remember: The Old Guard must be deployed in coherency within command range of your Toff, obeying the 1" rule.

  As they have not 'moved', they will not take a dangerous terrain test if placed within dangerous terrain.

  If it is impossible to place a unit this way, then they are not placed.

- **Grogs:** ***Sneg, m'lord, what happens when the Grogs lose in a melee but pass their Fearless roll?***

  The Grogs behave like any other unit, moving directly away 1". This does not count as retreating.

- **Deployment:** *Von Sneg. How do I deploy my Followers without my Toff?*

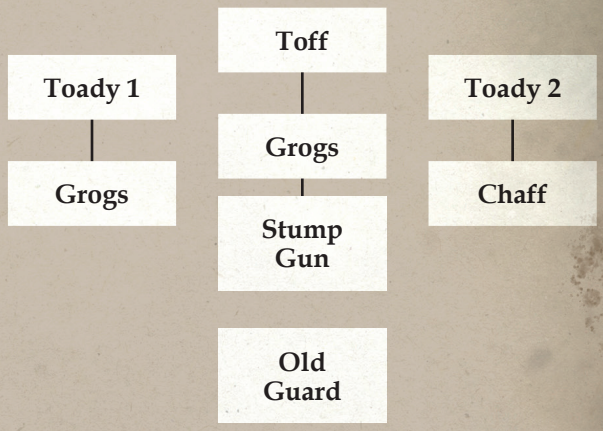
  After all Snobs and their units have been deployed, deploy your two Follower units that would normally deploy with your Toff onto the table.

- **Building your Regiment:** ***Sneg, Sneg, Sneg. How do I build my Regiment? Is the Old Guard an additional unit, or does it replace one of my Snob's Followers?***

  The Old Guard is an *additional* Follower unit added to your Regiment *after* you have picked all your Snobs' Follower units.

  A player may take up to THREE units of Grogs this way: TWO Units of Grogs and ONE *additional* unit of Grogs, called the **Old Guard**.

  For example, in a 3-Snob game, a player could take:



Remember: You may never take any Brutes.

Tod's Folly

Tod was once a dashing cavalry officer who, after a heavy night's carousing, decided to lick an amphibian-shaped radish for a bet. He became increasingly toad-shaped over the course of about a week and, now a lumpy toad mutant, acts as a sword for hire to those Regiments yet ignorant of his illustrious career.

"What Ho! Pick up those entrails and let's get going."

Tod: *"A coward? Never. Mother says I'm the bravest around."*

Your Regiment has decided to abandon their original Toff and have replaced them with Tod.

When building your Regiment, replace your Toff with Tod. If your Toff had any mutations from a campaign, Tod retains them.

Tod is still considered a Toff in all aspects, but uses the profile below.

Tod (1 Model)
Base Size: 20mm/40mm

"Half a league onwards!" cheered Tod as he tripped, slid, and fell face first into a puddle.

Command Range: 6"

M	A	I	W	V
6"	3	7+	2	7+

Weapon's Range: 6"

Warty Charisma: Units ordered by Tod can never blunder.

Son of Tod: If there are two or more Tods on the field, then players should roll off to decide which player has Tod and which player(s) have Son of Tod. Tod's sons are, unfortunately, exactly like their father.

Tod Off!: Tod makes 3x the number of melee attacks when involved in a Toff Off!.

Misplaced Confidence: Whenever winners and losers are declared at the end of melee bouts and shooting engagements, WINNERS and LOSERS are swapped.

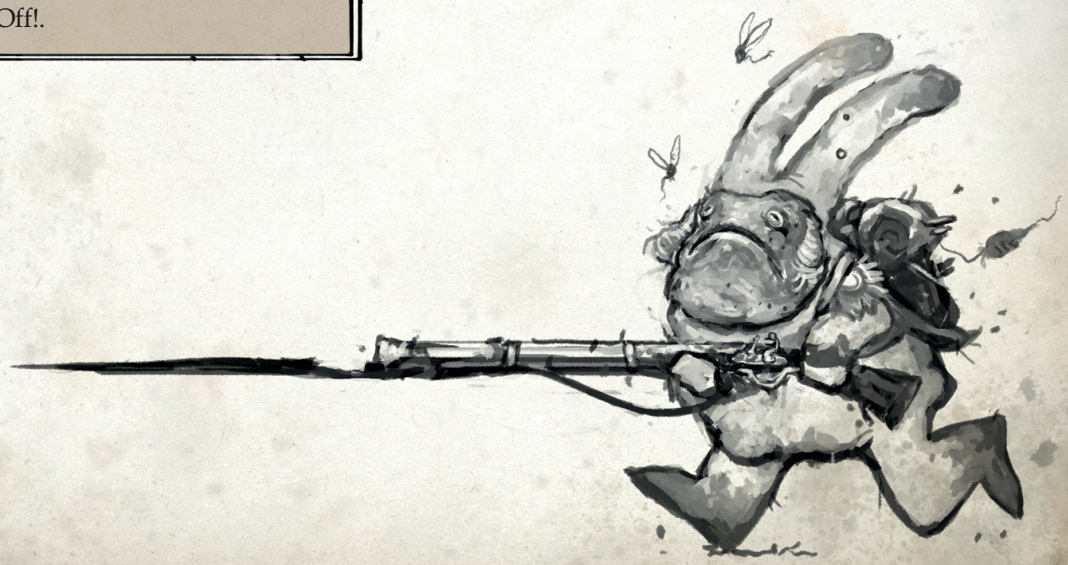
- If your unit was declared the WINNER, they are now the LOSER. The opponent is now the WINNER.
- If your unit was declared the LOSER, they are now the WINNER. The opponent is now the LOSER.
- If neither your unit nor the opponent's unit was declared the WINNER, then there is no change, and the melee bout or shooting engagement proceeds like normal.

  No Funny Business: This does not endlessly repeat on itself, nor does it take effect if one unit is completely destroyed.

Minders: Toadies belonging to Tod's Folly are considered to be his **Minders**. Minders often carry with them a large sack and some rope to restrain Tod if he becomes too boisterous. So long as you have a Minder on the board, whenever you order a unit, you may choose to deactivate **Misplaced Confidence** until the order is complete. You must do this before declaring what the order will be and before rolling for any blunders.

Absolute Chaos: Whenever an enemy unit retreats, at the end of its retreat move, all enemy Follower units within 6" must retreat directly away from that unit.

A unit that retreats because of Absolute Chaos does not cause other units to retreat.



How They Play

"I'll throttle that buffoon.

Ambushed me on the privy, stabbed me in the spleen, gulped down eight of Sneg's toes, and three of mine, all before breakfast."

Toad: Tod's Folly upends the Turnip28 experience and puts you firmly in control of a hopeless situation. Pick terrible fights, force conquerors to retreat, confuse and irritate your opponent with a charming but unfathomable excuse for a toad man.

Frequently Asked Questions: Helpful clarifications and explanations.

- **Misplaced Confidence:** ***What happens to Misplaced Confidence when Tod and Son of Tod face each other?***

  When Tod and Son of Tod fight, **Misplaced Confidence** is only ever active for the player with the Initiative.

  Both players may use their Minders to deactivate it.

- **Orders:** ***Von Sneg, when is an order considered complete and when does Misplaced Confidence reactivate?***

  An order is complete when:

  Volley: The shooting engagement, if one took place, has ended.

  Move and Shoot: Every model in the unit has finished its move and the shooting engagement, if one took place, has ended.

  March: Every model in the unit has finished its move.

  Charge: Every model in the unit has finished its move and the melee, if one took place, has ended.

  After the order has been completed, Misplaced Confidence reactivates, ready for another unit to receive its orders.

  Remember: Misplaced Confidence will be active during an opponent's order.

- **Absolute Chaos:** ***Von Sneg, when multiple units are affected by Absolute Chaos, what order do I retreat them in?***

  The player in control of the retreating units moves them one at a time until all units affected by Absolute Chaos have retreated.

  Remember: Absolute Chaos only affects enemy Follower Units.

- **Dangerous Terrain Tests:** ***Von Sneg, do units that retreat from Absolute Chaos take dangerous terrain tests?***

  Yes, the retreat is treated like any other. Each time a retreating unit moves through another Follower unit or a piece of dangerous terrain, it will take a dangerous terrain test.

  If the unit retreats into base-to-base contact with the board edge or a piece of impassable terrain, it will lose models equal to its panic tokens.

  For example, a unit with 3 panic tokens would lose 3 models.

- **Tod Off!**: Can Tod still declare a Toff Off!?

  Yes!

The Fungivorous Herd

The Herd snuffled and truffled into town, squealing up latrines and plundering pantries. When they had finally glutted themselves, they lied in a heap, burping up bone, stone, and the remains of poor Henry.

"SQUEEEEEEL"

The Herd: *"Groink?!"*

The Fungivorous Herd allows you to take ONE **Herd** unit as Followers instead of a core unit when building your Regiment. Your Regiment may only ever contain one Herd unit.

The Herd (4 Models)
Base Size: 20mm/30mm

"Dulce et porcorum est pro patria mori."

M	A	I	W	V
6"	2	5+	1	5+

The Herd is made up of livestock models, be these swine, sheep, ducks, weasels, or any other manner of suitably domesticated root creatures. No matter the model, all have the above profile and are equipped with Close Combat weapons.

The Herd Grows: Every time this unit takes a dangerous terrain test, for every successful roll, you may immediately add an additional Herd model to the unit.

The additional Herd model must be placed in coherency and not within 1" of any other unit. If a model cannot be placed this way, it is not placed. Placing models this way cannot trigger any dangerous terrain tests.

The Herd can only ever have a maximum of 12 models at any time.

Models are added before failed terrain test models are removed. This way, to remove the Herd, the entire unit must fail all its dangerous terrain tests at once.

Stampede: If the Herd has 10 or more models when it makes a successful charge (when a unit has managed to get into base-to-base with its target), the Herd and its target must both take a dangerous terrain test.

This test is done before any attack dice are rolled, so the Herd may grow before it makes its attacks.

Confused Animals: The Herd may never capture or contest objectives.

Scare the Swine: Instead of ordering a unit, a Snob from this Regiment may **Frighten** a Herd within its command range. When frightened, the target Herd must retreat directly away from the Snob, remembering to add 2 inches for each panic token.

Snobs from The Fungivorous Herd may frighten enemy Herds.

Hogs in Mud: Units in your Regiment do not receive a panic token if they fail a dangerous terrain test.

How They Play

The delicious smell of bacon wafted its way through the cracks in Weezel's rusted helm.

Almost one hundred toes held down a struggling swinelet, as the branding iron, white hot, pinned Weezel to the wall.

Awful Animals: The Fungivorous Herd allows players to act out their inner hog charmer. Rewarding a player that can think ahead, you will need to litter the path of the Herd with dangerous terrain tests. Just how many can you stack together in a single round?

Frequently Asked Questions: Helpful clarifications and explanations.

- **Dangerous Terrain:** ***V.S., Does the Herd grow with every dangerous terrain test or just those caused by dangerous terrain?***

  The Herd has a chance to grow with EVERY dangerous terrain test, no matter the cause. This means that it could come from retreating through an enemy or friendly unit, moving through dangerous terrain, or any number of your opponent's Cult abilities.

- **Growing:** ***Groink, can the Herd grow more than once a round, groink?***

  Yes, the herd can grow as many times a round as it takes dangerous terrain tests.

- **Objectives:** ***If the Herd is within 1" of an objective, does the objective become uncaptured?***

  No. The Herd may never contest an objective this way. The objective stays captured by the opponent.

- **Herd Limit:** ***Apologies Sneg, but is there any way to grow the herd larger than 12 models?***

  No. The herd starts with 4 models when it deploys on the table and can reach a maximum of 12 models.

  The Herd can never, for any reason, exceed 12 models.

- **Scaring Swine:** ***Von Sneg, how do I find which way to retreat when a Snob Scares the Swine.***

  To retreat the Herd away from a Snob, treat the Herd like it is retreating as if it had lost a shooting engagement with the Snob.

The Grand Bombard

They dragged the elephantine siege engine through mud and rain into position a mile away from the city walls. Canticles of war were wailed as the cannon boomed. The very earth erupted as the iron shot turned the city and its inhabitants into red ruin. Unable to stop quaking, jittering spotters fed news of the destruction back to the artillery master, as a rain of limbs and soil fell around them.

The Grand Bombard: *"The Terror of Cist."*

By choosing this Cult, you gain access to an enormous siege engine called the Grand Bombard.

You may take ONE Grand Bombard unit as Follower instead of a core unit when building your Regiment.

Spotters: For every Objective you control, reduce the **Inaccuracy (I)** of your Grand Bombard and Stump Guns by 1. This cannot be used for **Preliminary Bombardment**.

Backward Observers: Snobs in your Regiment may capture objectives.

Aristocratic Ammunition: In times of crisis, it is not uncommon for artillery masters to end up hurtling through the air.

Instead of giving an order with a Snob, you may remove that Snob from the board and immediately make a special Volley order with your Grand Bombard.

You do not need to roll for blundering when using Aristocratic Ammunition, and this special order does not count towards the one order limit units usually have per round.

Shooting using Aristocratic Ammunition does not create a powder smoke token and the Grand Bombard may shoot this way even if it has a powder smoke token.

You may never remove your last Snob using Aristocratic Ammunition.

The Grand Bombard (1 Model)

Base Size: 80mm/120mm

"There is nothing in Cist that can withstand that monster. A demon wrought in iron."

M	A	I	W	V
0"	6	6+	6	5+

The Grand Bombard model is a composed of a cannon and its crew, but is considered 1 model. If the cannon and crew are on separate bases, the crew are not part of the game and simply act as wound tokens.

The Grand Bombard is equipped as if it had a **Black Powder weapon**.

Ammunition: The Grand Bombard can only fire Monstrous Bombardment.

➤ **Monstrous Bombardment**

Weapon's Range: 120"

The player rolls 1 shooting attack dice. If this attack hits, it causes 6 wounds to the target unit. These cannot be prevented by a Vulnerability roll.

The Grand Bombard has the **Unstable Icon**, **Stubborn Fanatics,** and **Preliminary Bombardment** special rules.

See the Stump Gun's unit profile for more details (page 32).

How They Play

The table shook as something catastrophic happened outside. Weezel and Von Sneg's toes ignored the commotion and kept playing.

Thinking Like a Large Cannon: The Grand Bombard is designed for players looking to blow things up. A player who can push up the board while holding objectives will find their bombard becoming an ungodly killing machine. Protecting your Snobs and bombard until it's time to fire will be tough but, if you succeed, you can turn the battle in an instant.

Frequently Asked Questions: Helpful clarifications and explanations.

- **Aristocratic Ammunition:** ***Von Sneg, can I use any Snob as Aristocratic Ammunition?***

  You may only use Snobs you control, however they can be anywhere on the board.

  You may not use an ally's or enemy's Snobs.

- **Aristocratic Orders:** ***Sneggles, dear, can I order the Grand Bombard after I have used Aristocratic Ammunition?***

  Yes, using Aristocratic Ammunition does not count towards your one order per round limit.

- **Preliminary Bombardment:** ***Is it possible for an enemy unit to return fire when I use Preliminary Bombardment?***

  No. Preliminary Bombardment is a special shooting attack, not the start of a shooting engagement.

- **Return Fire:** ***Sneg, Sire, can an enemy unit return fire when I use Aristocratic Ammunition?***

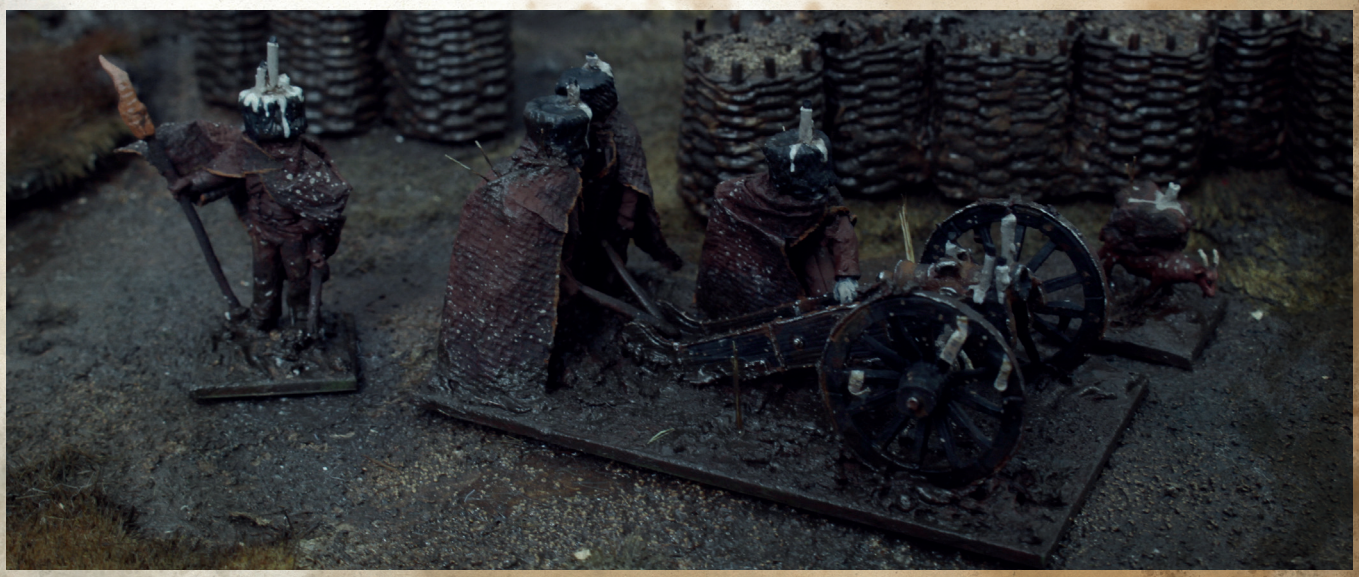
  Yes. The special Volley order's shooting engagement is treated exactly like a normal one, with the exception that it can be used more than once per round, doesn't blunder, and does not generate powder smoke tokens.

- **Multiple Shots:** ***Can I use Aristocratic Ammunition after I've already shot with the Grand Bombard this round, Mr. Sneg?***

  Yes, you may use Aristocratic Ammunition any number of times per round, even if you have a powder smoke token, and even if the Bombard has been ordered before.

- **Unstable Icon:** ***How does Unstable Icon work on the Grand Bombard?***

  The special rule works exactly like it does on the Stump Gun. Read the rule as written, but replace the words Stump Gun with Grand Bombard.



The Brotherhood of Greed

A Regiment of shuddering cannibals. Gourmands on a delicious pilgrimage to taste the various rooty mutations of Cist's Aristocrats.

Gluttony: *Your Followers are starving. They cannot be satiated. They demand to be fed.*

Every time a Follower unit you control makes a shooting attack, before any dice have been rolled, you may remove one model from the unit to add 4 additional shooting attacks.

- You may do this any number of times.
- You may never remove the last model from a unit.

Grubs: *Your Regiment collects only the tastiest of mutated Snobs.*

Every Snob in your Regiment is considered a **Grub**. Grubs behave exactly the same as Snobs, but have the **Mutated** and **An Occasional Treat** Special Rules.

Mutated: Each Grub gains a free mutation, found on the following page. If playing a standalone game that is not part of a campaign, each Grub must take a different mutation.

An Occasional Treat: *To motivate the shambling horde, Grubs often have to cut off a few fingers or possibly donate a limb or two.*

When a Grub orders a friendly unit of Followers, they may immediately choose to take a dangerous terrain test. If this test is passed, the Follower unit gains any mutations the Grub has until the start of the next round.

If the test is failed, the severing of a body part has been too much for the Grub and they are removed as a casualty as normal. The Follower unit still gains the mutations until the start of the next round.

Mutations

Miraculous root flesh calls out with promises of power beyond imagining. Every bite is a dance with divinity or destruction. Through appalling taste and foul magicks, powers yet unknown coalesce into being.

The mutations below provide players with the ability to play standalone games without the addition of campaign mutations.

These mutations are not an exhaustive list, but aim to provide players with a sample of mutations available in a Campaign.

When a Snob takes a mutation, add that mutation to their personal unit profile and apply any relevant effects.

Grubs can take a mutation from this list or from the list available in the Taster Campaign expansion.

Mutations: Players may either choose or randomly pick their mutations.

- **Bulbous:** *The Snob's stomach and limbs swell, bursting plate and splitting mail. This new body becomes supernaturally resilient to blows, which find difficulty penetrating the thick sinewy flesh.*

  Reduce the Vulnerability **(V)** of this unit by 2.

  E.g. a toady with a **(V)** of 5+ would now have a **(V)** of 3+.

- **Wings:** *Pathetic crusted flaps fold out of the Snob's back. As the Snob's bones decay internally, they are able to take off from the ground and soar over the battlefield.*

  This unit gains **Fly**.

  Fly: Units with this ability may move across other units and dangerous terrain as if they weren't there.

  Units with Fly must still obey the 1" rule at the end of their move.

- **Toothlessness:** Difficulty eating hard foods.

- **Tuberous Tendrils:** *Prehensile roots fold out of distended pores of the Snob.*

  Increase the Attacks **(A)** of this unit by 2.

- **Appalling Stagnation**: *The Snob reeks. It is impossibly difficult to concentrate through the vomiting.*

  Enemy units attacking units with this mutation in melee increase their Inaccuracy **(I)** by 2.

- **Shrivelled:** *The Snob's limbs shrivel and desiccate, as if they were a root left out in the sun.*

  Reduce the Movement **(M)** of this unit to 0.

- **Crown of Toes**: *Wiggling toes sprout out in great number all over the Snob's body, proving a somewhat unnerving sight.*

  This unit gains **Bowel-Loosening Charge** (see Bastard's rules page 31)**.**

- **Root Sight:** *Rooty tendrils seep and creep out of the Snob's eye sockets, opening new realities and greater understanding.*

  This unit always passes any dangerous terrain tests it has to make.

- **Sprouted:** *Small chattering homunculean copies sprout from the Snob's skin.*

  When the last model in this unit is removed for any reason, roll a D6. On a 5+, this model is not removed.

  Any wounds this model suffered are still counted towards finding winners and losers.

- **Delicious Infestation:** *Multiple moreish mushroom species take root in the Snob.*

  All enemy units must target this unit if possible when they charge, even if there are other closer units.

- **Trumpet-Snouted:** *Latching onto the front of the Snob's helm, a rooty bugle grows, pulsing and tooting at will.*

  Increase the command range of the snob to 18".

- **Vegetable Bloom:** *An explosion of sallow leaves unfurls from the Snob's head, covering them in a canopy of foliage.*

  This unit gains **Skirmish** (see Chaff's rules page 30).

How They Play

Weezel eyed the toes, the toes eyed Weezel. A rusty fork lay on the table between them.

Famished Followers: The Brotherhood of Greed is perfect for players looking for a very customisable Regiment, treating them to a plethora of abilities that more than make up for its lack of unique units.

Just don't let your Followers eat too much!

Toadies in the Hole:

5 Toady fingers/top quality bangers cut into pieces.
4oz (110g) flour
Salt
2 eggs
1/2 a pint (300ml) milk/squench
Dripping

Preheat your oven to 220c, 425f.

Sieve root flour and salt into your helm. Scavenge a couple eggs and stir them into the mixture, making a batter. With a little milk/squench, form the batter into a smooth paste. Beat in the rest of the milk until creamy and leave to stand for an hour. Add enough dripping to your pudding tin to form a thin layer when melted. Heat in the oven until the fat starts smoking. Scatter your Toady digits/saussies into the tin and bake for 5 minutes. Pour the batter over your Toady and bake for a further 15 to 20 minutes.

Serve piping hot with gravy (that, of course, every player has on hand at all times).

Frequently Asked Questions: Helpful clarifications and explanations.

- **Gluttony:** ***Weezel and Sneg, do casualties taken from Gluttony count towards working out winners and losers?***

  No. The models are simply removed and haven't suffered any wounds.

  Models are removed immediately before any attack dice are rolled. Remember, you may never break coherency when removing models.

- **Flying Units:** ***V.S., do units with Fly block other units with Fly?***

  No, units with Fly may move over any unit or piece of terrain as if they were not there.

- **Tentacled Units:** ***Do units with Tuberous Tentacles have two additional attacks per model, or is it per unit.***

  Tuberous Tentacles increases the Attacks of each model in the unit by 2.

  For example, a unit of Brutes with an **(A)** of 2 would make 4 melee attacks each instead of their normal 2.

- **Delicious Units:** ***Von Sneg, do Chaff have to target units with Delicious Infestation?***

  Yes, but only when charging. They still may use Sharpshooter to pick their targets when shooting.

- **Dangerous Terrain:** ***Von Sneg, if my Grub is immune to dangerous terrain tests, can they still die from An Occasional Treat?***

  No. The Grub automatically passes and, so, is effectively immune.

- **Slow Units:** ***A question for you Sneg. Can a unit with a Movement (M) of 0 still move?***

  Yes, they can. They can use the march and charge orders to move across the battlefield, relying on the extra 2D6 movement.

ROD-IN

The Procession of Woe

The Rootshrine is coming to town. It creaks and groans under the weight of its enormous relic. Frothing Zealots are driven forward in its wake. Maybe this year the Root Priests will allow them a taste?

Rootshrine: *"You can have another lick once we've cleaned off all the gore."*

When building your Regiment, replace your Toff with the Rootshrine. If your Toff had any mutations from a campaign, the Rootshrine retains any mutations that your Toff might have had.

The Root Shrine is still considered a Toff in all aspects, but uses the profile below.

Rootshrine (1 Model)
Base Size: 80mm/120mm

Lovingly maintained by a Confessor, the shrine carries an ancient and gigantic root relic.

Command Range: 6"

M	A	I	W	V
6"	3	6+	4	5+

Weapon's Range: 6"

Ululating Shrine: *The Confessor hears all the worries of his followers and either soothes them or whips their concerns into a bloody frenzy.*

Every time this unit is Made Ready (see page 10), it may take up to 2 panic tokens from a friendly unit anywhere on the table and give them to another friendly or enemy unit within 18".

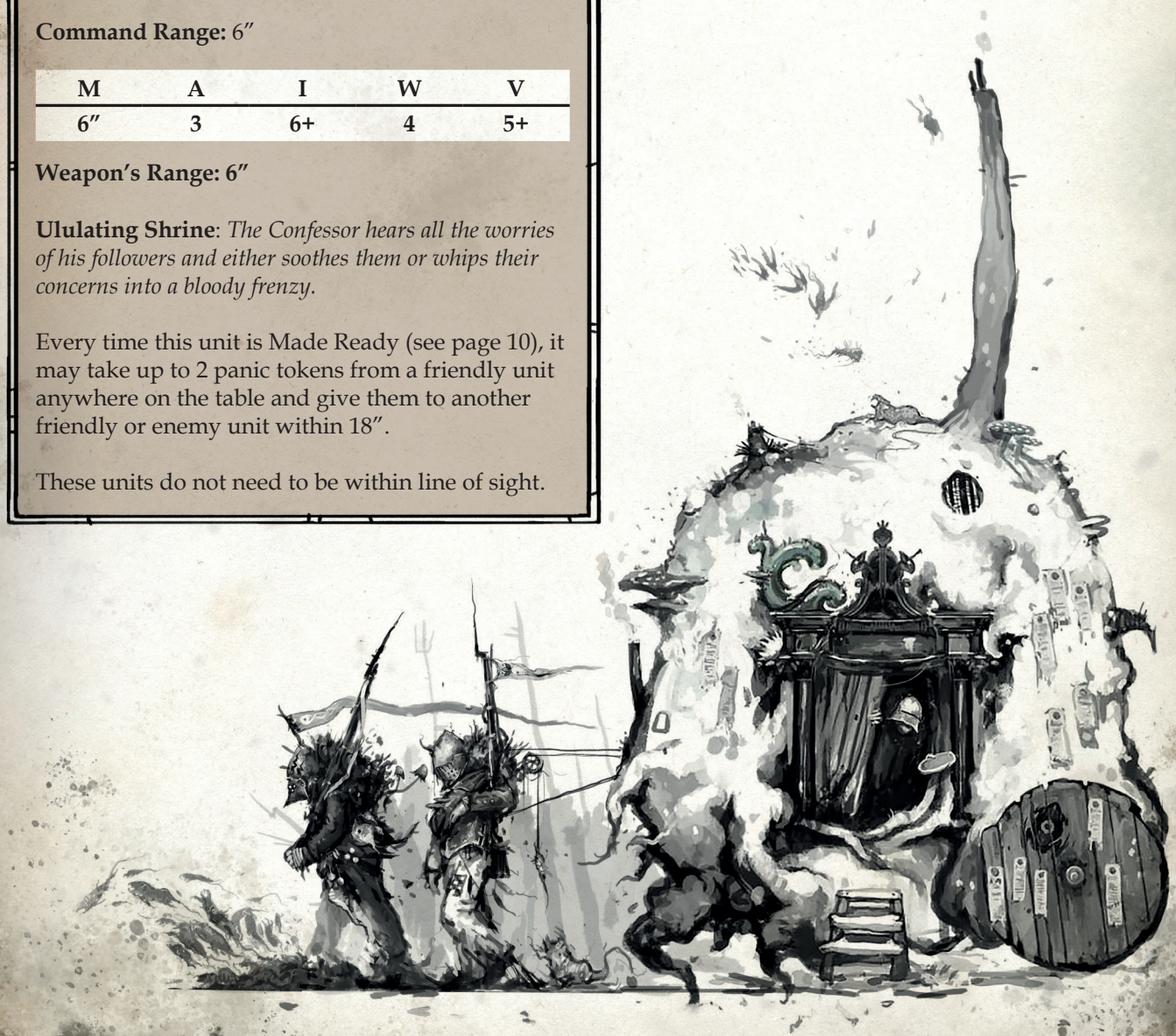
These units do not need to be within line of sight.

Zealots: Every unit of Followers in your Regiment are considered **Zealots**.

- If a unit of Zealots has 2 or more panic tokens, increase their Attacks **(A)** by 1.

Clergy: Every Snob in your Regiment, including your Rootshine, is considered a member of the **Clergy**.

When a member of the Clergy orders a unit, they may give that unit **Fearless** (see page 19) until the end of the round. If a member of the Clergy does this, the target unit receives a Panic Token.



How They Play

A solemn silence hushed the two tacticians as the shadow of an enormous vegetable fell across the tent.

The clang of relics and the scent of soil drove Weezel and the toes to their knees in devotion.

A Celeriac To Die For: The Procession of Woe is for players looking to manipulate the fear in their enemies' hearts. Focused around the Rootshrine's panic control, the Cult shines when combined with Followers equipped with close combat weapons, ready to charge their terrified enemies.

Frequently Asked Questions: Helpful clarifications and explanations.

- **Panic Tokens:** ***Ssneg? Is it possible to give units more than 6 panic tokens using the Rootshrine?***

  No. Units can never have more than 6 panic tokens at any time.

  Any extra panic tokens that cannot be placed on a unit are discarded and removed from play.

- **Ululating Shrine:** ***Von Sneg, when using Ululating Shrine, what happens to a unit's panic tokens if their recipient cannot accept any more?***

  If you are taking panic tokens from one unit and giving them to another unit that cannot take accept any more.

  For example, a Rootshrine takes 2 panic tokens from a unit of Chaff and attempts to give them to a unit of Brutes that already has 5 panic tokens.

  The Chaff lose 2 panic tokens and the Brutes gain 1.

  As the Brutes cannot have more than 6 panic tokens at any time, the remaining token is discarded.

- **Toff Off!:** ***Sneg, can the Rootshrine Toff Off!?***

  Yes.

- **Rootshrine Equipment:** ***Sneggy, can the Rootshrine shoot?***

  Yes, the Rootshrine can be equipped like any other Toff and, so, usually is equipped with Pistols and Sabres.

- **Root Shrine Panic Tokens:** ***Can the Rootshrine give panic tokens to itself?***

  Yes.

- **Zealots:** ***Senior Sneg, my saviour. Do Zealots increase their shooting attacks as well?***

  No. A unit of Zealots with 2 or more panic tokens only increases the number of MELEE attacks each model makes.

  For example, a unit of 10 Fodder with 2 panic tokens would make a total of 20 melee attacks.

  Each individual model would make 1 attack for their Attacks Characteristic **(A)** of 1, and an additional 1 because they are Zealots.

The Red Ribbon Society

Spattered about Cist are carefully cultivated pockets of filth inhabited by haughty horticulturists known only as the Red Ribbon Society. Ruddy-cheeked competition growers, they seek to nurture and seduce the soil 'til it bursts forth with prizewinning abundance.

"Regarding the procurement of burlroot scrapings, S. "Husky" Gongbottom of Lower Hogsbaddershire recommends against the popular method of using one's upper teeth. Rather, says Gongbottom, the nails of the fingers and toes scraped with the follicles, produces a finer mash, AND enables care around the burlroot's eyes."

A generally friendly bunch, the Red Ribbon Society is not above hiring a bit of muscle to protect its precious vegetables. Your Regiment has been persuaded to fend off would-be saboteurs and ensure at least a few scoring sunchokes make it to the judges' table.

Vegetable Growers Association: *"Get off my land!"*

To represent the members of the Red Ribbon Society, you will need a selection of 6 miniatures. These are your **Gardeners**.

These farmers, peasants, or other agricultural figures are NOT considered models for the sake of the game, and only act as tokens.

As well as the Gardeners, you will need at least 20 **Tuft tokens** to represent their prizewinning veg. Players are encouraged to take as much pride in their vegetables as the Red Ribbon Society, and should model their favourite root vegetables on individual bases with care and passion. A single static grass tuft on a 20mm round base can also look dashing.

As each Plot of land can only have a maximum of 6 tokens, dice could also be used in a pinch.

Some players use teeth.

Gardeners: Delicately place your members.

At the start of every round, including the first, after deployment and preliminary bombardment, you may place one ONE Gardener on ONE piece of dangerous terrain.

Plots: Placing a Gardener marks the dangerous terrain out as a **Plot** suitable to grow vegetables and, so long as the Gardener remains on the terrain piece, it will sprout Tuft tokens.

A Plot may only ever have one Gardener.

Every time you place a Gardener, you may place two Tuft tokens on their Plot.

Allotment: You may place one additional piece of dangerous terrain on the board once all other terrain has been set up. It must be placed 3" away from ANY other piece of terrain.

Growing Your Vegetables: At the start of every round, excluding the first, before placing Gardeners, double the number of Tuft tokens on every Plot. For example, if a piece of dangerous terrain with a Gardener has two Tuft tokens, it would increase to four Tuft tokens.

If a Plot has zero Tuft tokens at the start of the round, add one.

A Plot may only ever have a maximum of six Tuft tokens at any time.

Prizewinners: Anytime you could order a unit, you may spend your Tuft tokens to empower your Regiment. You may stack these powers as many times as you can afford to so.

Each power requires a number of Tuft tokens as its cost. To pay its cost, remove a number of tokens equal to its cost from any of your Plots in any combination.

- **1 Tuft Token:** Give target unit (except a Stump Gun) 2 additional shooting or melee attacks until the end of its order.
- **2 Tuft Tokens:** Decrease the **Inaccuracy (I)** of target unit by 1 until the end of its order.
- **6 Tuft Tokens:** You may give a single friendly unit an additional order, even if it has already been ordered this round. They are considered to have been ordered by a Snob.

Destroying Plots: If an enemy unit finishes their move within a Plot, they smash your vegetables! Remove the Gardner and any Tuft tokens in that Plot. The Plot returns to a piece of dangerous terrain until a new Gardener is placed on it.

How They Play

Weezel pinned a magnificent ribbon on the toe with the best-looking boil.

Gardener's Question Time: The Red Ribbon Society is for those looking for a competitive vegetable experience. Grow your veg, kick some heads. Discovering the most efficient way protect and spend your Tuft tokens will be key to victory and that elusive red ribbon.

Frequently Asked Questions: Helpful clarifications and explanations.

- **Gardener Tokens:** ***Von Sneg, if I may ask, how should I base my Gardeners?***

  Gardeners can be based however a player prefers, as they are just tokens. We would suggest that players keep them relatively small so they do not disrupt gameplay, with only a couple of larger diorama bases sprinkled in for thematics.

- **Line of Sight:** ***S., do Gardeners block movement or line of sight?***

  No. They are just tokens. If a player needs to move to where the Gardener is, move the token out of the way.

- **Additional Attacks:** ***Do Tuft tokens generate additional attacks per model?***

  No. Spending a Tuft token adds two additional attacks to the collective pool of attacks generated by the unit's models. For example, a unit of 5 Brutes with an **(A)** of 2 would make 10 melee attacks. Each Tuft token spent would add 2 to this total.

- **Dangerous Terrain Tests:** ***Von Sneg, do Plots still cause dangerous terrain tests when moved across?***

  Yes.

- **Tuft Token Limit:** ***What happens when I reach the Tuft token limit when growing vegetables?***

  The excess tokens are discarded. You may never have more than 6 tokens on each Plot.

- **Mirror Match:** ***What happens when Red Ribbon Society fights another Red Ribbon Society?***

  Plots can only ever have one Gardener, friendly or enemy.

- **Destroying Plots:** ***V., when a plot is destroyed is the Gardener removed from the game forever?***

  No, the removed Gardener returns to your pool of available Gardener tokens, ready to be placed again another round.

The Feast of Charybdis

They rose from the silt, their pincers clacking, mandibles frothing with insatiable greed. Their riders peeled back their skin cloaks and hefted their hooks. The crabs had waited a long time, and now they would feed.

Scuttlers: *"Easy girl, hush your clickin'. You'll get your pincers on 'em soon enough."*

The Feast of Charybdis allows you to take a unit of Scuttlers as Followers instead of a core unit when building your regiment. Your Regiment may only ever contain up to TWO units of Scuttlers.

Dig, you Maggots!: At the start of a round, before preliminary bombardment, you may remove up to 3 Follower units from the board to be used later. A unit removed this way is considered **Burrowed.**

The unit retains any tokens, wounds, or casualties.

Rise from the Silt: From the start of round 2 onwards, whenever its your turn to order a unit. You may place a single Burrowed unit within a piece of dangerous terrain. Only one unit may be placed at a time, and must be placed in coherency and 1" away from all other units.

When the burrowed unit is placed, it MUST immediately charge the closest enemy unit. If there is no enemy unit within charge range, the unit must still attempt to charge the closest unit, even if they could not reach them.

This does not count as a Snob's or Follower's order for that round.

Burrowed units may NEVER capture objectives the round they are placed on the table even after moving.

Scuttlers (1 Model)
Base Size: 60mm/100mm

"The crabs, they was on the rampage."

M	A	I	W	V
10"	10	5+	5	5+

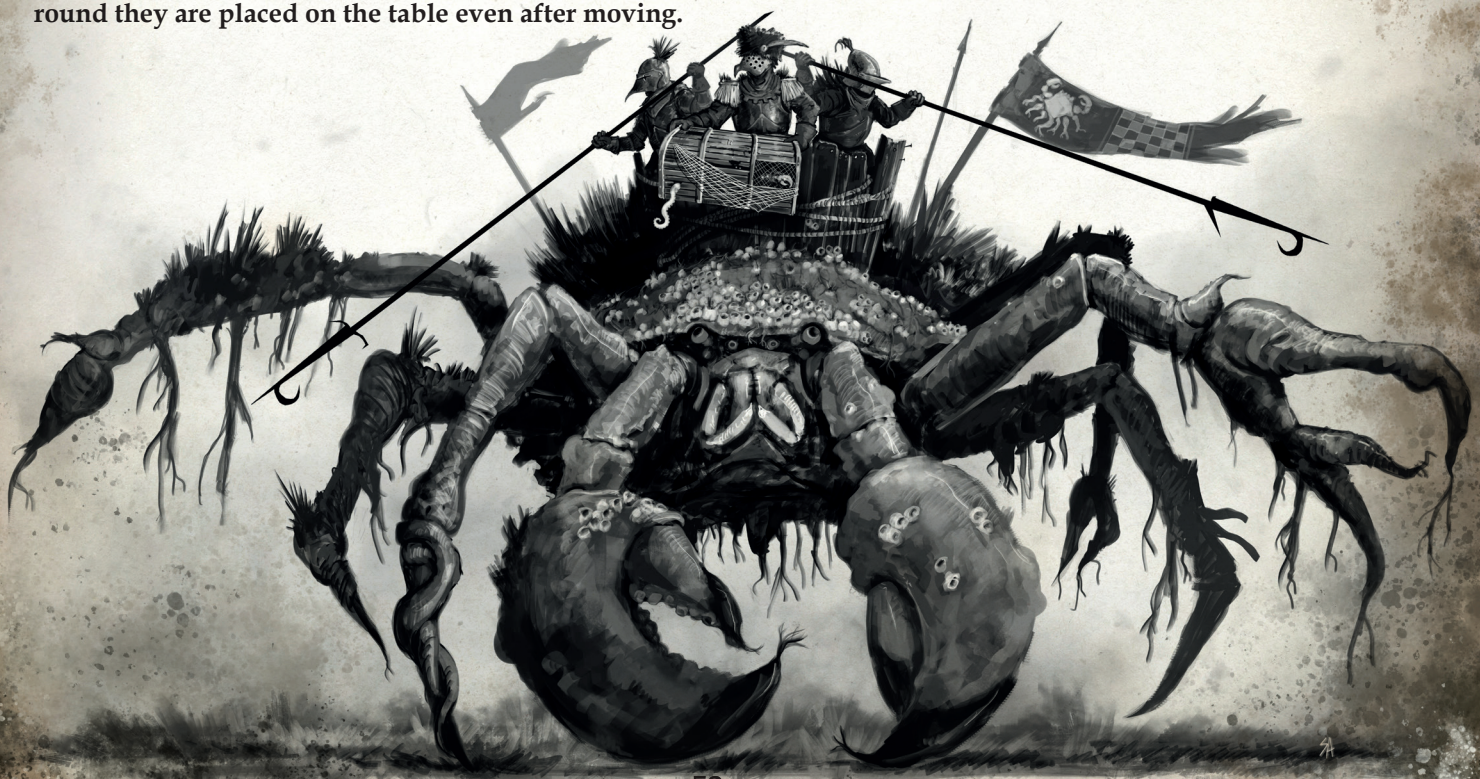
Scuttlers ride on the backs of hideous crustacean-like creatures. Bursting from the mud, they drag their prey into the mouths of their pets with nets and barbed pikes.

Scuttlers must be equipped with Close Combat weapons.

Offal Gorgers: If Scuttlers fight in a melee, they can never be declared the winners. Both units must continue to fight bouts until the Scuttlers are the losers or one side is destroyed.

Well Fed: This unit does not receive a panic token after fighting in a melee.

Silt Born: Units of Scuttlers never take dangerous terrain tests when moving across dangerous terrain.



How They Play

A small tuber shrimp scuttles proudly across Weezel's table and threatens some of the toes.

Lobster Pottage: Ambush your opponents with a crab. The Feast of Charybdis provides a player with an aggressively mobile force. Able to keep their best units protected until they are needed, they can surprise an unwary foe.

Frequently Asked Questions: Helpful clarifications and explanations.

- **Rise From The Silt:** ***Von Sneg, am I able to order a unit after I use Rise From The Silt?***

  Yes. You may give a unit brought onto the table an order as long as it is in command range.

  The mandatory charge move does not count as an order.

- **Charging:** ***Von Sneg, When an unburrowed unit charges, does it cause a panic test?***

  Yes.

- **Dangerous Terrain:** ***Von Sneg, does a unit take a dangerous terrain test when it is brought onto the table into dangerous terrain using Rise From The Silt?***

  No. It will only take a test if it tries to move across it.

- **Stump Guns:** ***When a Stump Gun uses Rise From the Silt, does it have to charge?***

  No. A Stump Gun can never move, or charge, and so in this case. It does not.

Knights of Shellwood

Shields, banners, and shattered lances litter the shells of the ancient knights. They ooze over the battlefield, unstoppable in their advance, an army dedicated to their snails' pace. The followers of the Knights of Shellwood bring with them their favourite snails to stave off nostalgia. In return for the holiday, these treasured molluscs provide excellent cover for their loving guardians.

Snail Knights: *"Whoa there, slow down."*

Knights of Shellwood allows you to take a unit of Snail Knights as Followers instead of a core unit when building your Regiment. Your Regiment may only ever contain up to TWO units of Snail Knights.

Snail Knight (1 Model)
Base Size: 40mm/80mm

"What man can pretend to know the riddle of a snail's mind?"

M	A	I	W	V
0"	6	5+	4	3+

Weapon's Range: 18"

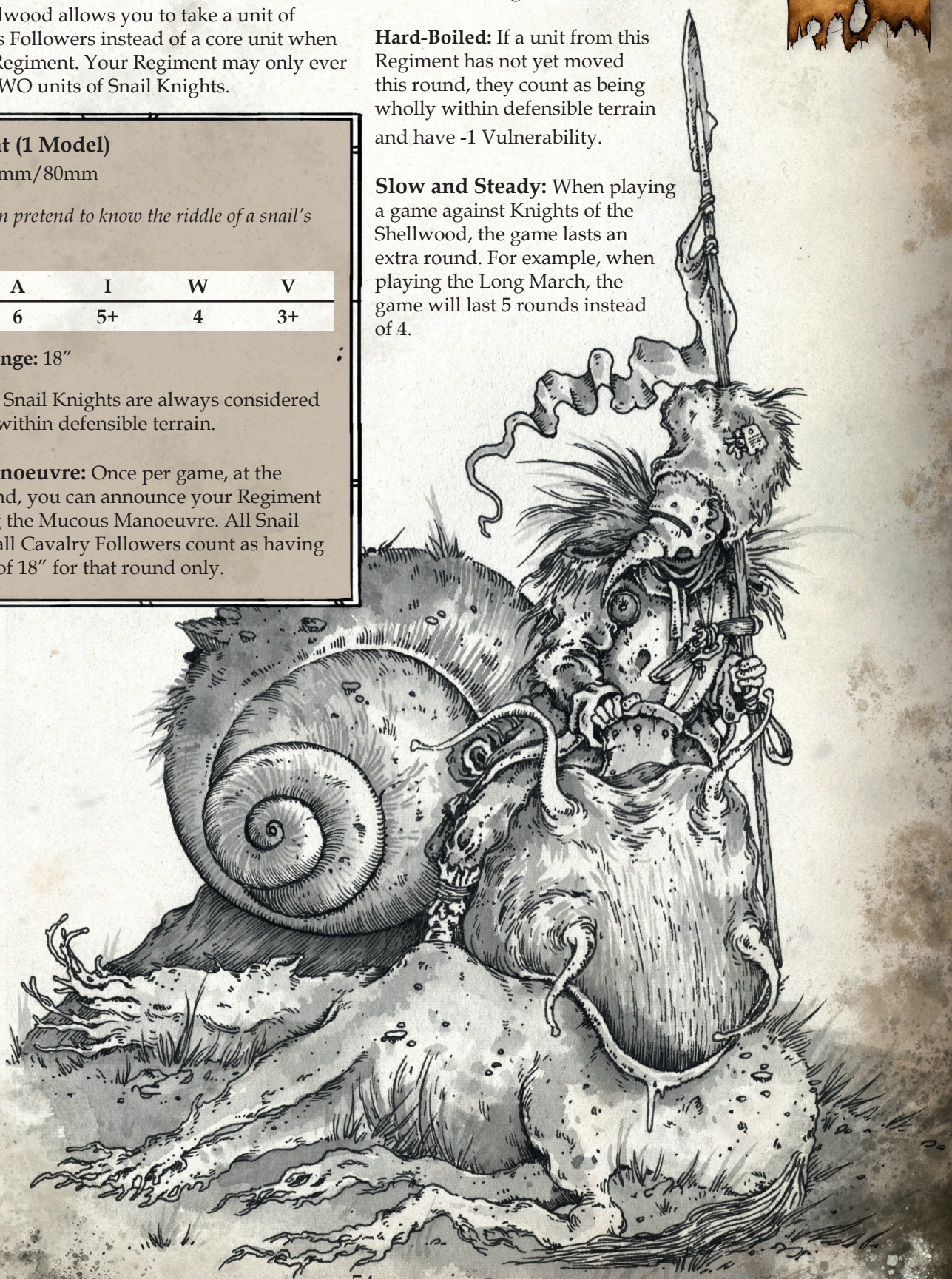
Hardshelled: Snail Knights are always considered to be wholly within defensible terrain.

Mucous Manoeuvre: Once per game, at the start of a round, you can announce your Regiment is performing the Mucous Manoeuvre. All Snail Knights and all Cavalry Followers count as having a movement of 18" for that round only.

Snail's Pace: Every unit in this Regiment counts as having a movement of 0".

Hard-Boiled: If a unit from this Regiment has not yet moved this round, they count as being wholly within defensible terrain and have -1 Vulnerability.

Slow and Steady: When playing a game against Knights of the Shellwood, the game lasts an extra round. For example, when playing the Long March, the game will last 5 rounds instead of 4.



How They Play

Lodged in an empty snail shell, a toe inches its way across the table. The other toes flee from its thundering charge.

Patience Makes Perfect: Plodding across the board, your sluggish troops must play the long game. Rewarding players with long term goals and lots of fire power, Knights of Shellwood aim to outlast their over eager opponents.

Frequently Asked Questions: Helpful clarifications and explanations.

- **Movement 0":** ***Von Sneg... how exactly can I play with a Regiment that moves 0"?***

  Though your units can move 0", they are able to March, Move and Shoot, and Charge as normal, they just have to rely solely on the result of their dice rolls.

- **Defensible Terrain:** ***Sneg, how does defensible terrain work again?***

  Defensible Terrain: Units shooting at targets wholly within defensible terrain receive a +1 to their Inaccuracy and the Fearless special Rule.

- **Blundering:** ***If I blunder a Move and Shoot order can I move D6 instead of 0"?***

  Yes. The foolhardy unit seems to be rushing things.

- **Retreating:** ***Sneg, excuse me, but does retreating count as moving?***

  Yes, it does. Even if a Fearless unit is forced back 1" after it loses combat, it still counts as moving.

- **Mirror Match:** ***Von Sneg, do two Knights of Shellwood players make the game last two extra rounds?***

  No, the game lasts ONLY one extra round, no matter how many Knights of Shellwood players there are.

- **Mucous Manoeuvres:** ***If I have two Snail Knights, can I use Mucous Manoeuvres twice a game?***

  Yes.

Lopers of the Maudlin Marsh

Stilt walkers of the Maudlin Marsh. Pitiful drunks, they stride into battle tottering this way and that.

"Clean me off, Archibald, I think I stepped in someone.

Lopers: *The sounds of split stomachs and bursting torsos fill the air as the Lopers stick their hardened stilts through soft bellies.*

By choosing this Cult, you gain access to a bunch of sozzled stilt walkers called the **Lopers**.

You may take a unit of Lopers as Followers instead of a core unit when building your Regiment. Your Regiment may only ever contain up to TWO units of Lopers.

Stilt Spotters: Any unit of Followers in your Regiment, except for Lopers and Stump Guns, may be accompanied by a Stilt Spotter.

Units with Stilt Spotters increase their weapon's range by 6" and have the **Exposed** special rule (see Lopers).

Players can represent the spotters by mounting one model in the unit on stilts. Players could also use an additional figure mounted on stilts as a Stilt Spotter token. A Stilt Spotter token is not a model and is only there to show the unit has a Stilt Spotter.

Above Them All: Snobs in this Regiment may be given Stilts in addition to any equipment they have. Snobs with stilts have the **Exposed** special rules and increase their Command Range to 36".

Lopers (6 Models)
Base Size: 20mm/40mm

"Make sure you don't look up, lad," said the pleb as the reassuring patter of vomit and yesterday's rations rained down from above.

M	A	I	W	V
12"	3	5+	2	7+

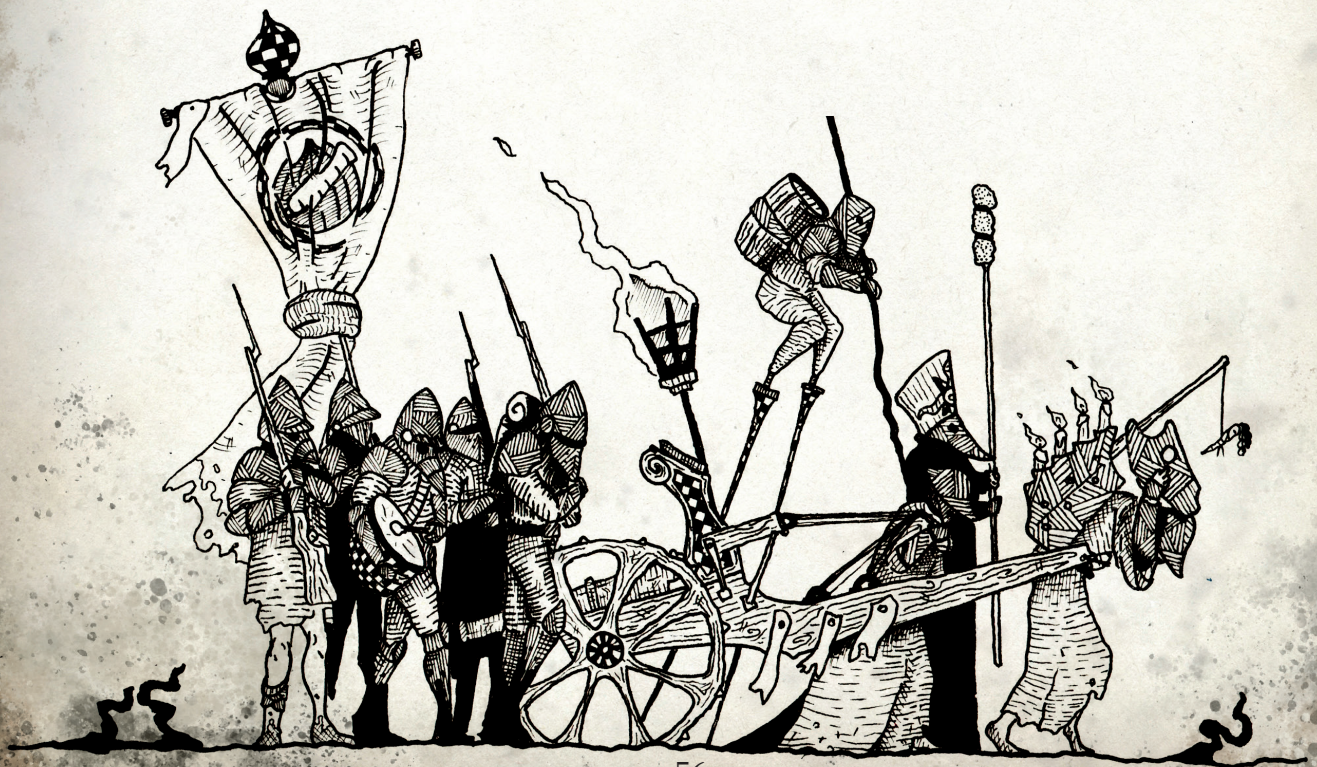
Lopers iron shod their stilts to kick and skewer their prey and must be equipped with Close Combat weapons.

Stride: Units with this ability may move across enemy and friendly units as if they weren't there.

Units with **Stride** must still obey the 1" rule at the end of their move.

Exposed: Units with this trait can always be targeted, even if they aren't the closest. They still must be in range and line of sight.

Unfortunate Wobble: All units in your Regiment must retreat directly towards the enemy unit instead of directly away.



How They Play

Weezel coughed and retched. Pulling a phlegm-coated rat spine from his oesophagus with spindly fingers, he flung it towards the toes, who, immediately seizing it, fashioned the vertebrae into a pair of fetching platforms.

"Uncomfortably dexterous," noted Weezel.

Stilted Development: The Lopers of the Maudlin Marsh rely on their increased range to batter the enemy from afar while rushing Lopers towards vulnerable targets. Clacking towards the enemy, players will find themselves planning their moves a round in advance as they attempt to master the Cult's unique way of moving.

Frequently Asked Questions: Helpful clarifications and explanations.

- **Unfortunate Wobble** ***Sneg. How does moving units with Unfortunate Wobble work again?***

  Every time a unit with Unfortunate Wobble retreats, instead of moving the Pleb and the rest of the unit directly away from the enemy, you must move directly towards them.

  You will most likely move your unit completely over the enemy unit so that it ends its move 1" behind them, taking a dangerous terrain test in the process.

  Remember: Lopers may move across enemy units as if they were not there, and so will not take a dangerous terrain test.

- **Targeting:** ***Von Sneg, do I have to target Exposed units when they are the closest?***

  Yes. When the closest unit is an Exposed unit, it behaves just like any other unit when it comes to targeting.

- **Table Edges:** ***Can Unfortunate Wobble take my units off the table?***

  No. A model with Unfortunate Wobble would move as far as possible and stop at the table edge. If its impossible to move directly towards the enemy unit and finish between the unit and the table edge, the retreating unit is moved directly away an inch, so it finishes at least 1" away from all other units.

  Other Units: ***Is Unfortunate Wobble Blocked by other units?***

  No. A retreating unit will retreat through other units, continuing along its retreat path until it is 1" away from all other units.

Aunts Ascendant

A pair of elderly spinsters blown off course. They are followed by a cavalcade of adoring worshippers and would-be sightseers. Dropping bricks and cutting remarks, they plummet into adventure and the unknown.

Observation Balloonists: *"Didn't really care for Murke. Can have too much Toad, don't you think?"*

By choosing this Cult, you gain access to the Aunts' Observation Balloon.

You may take ONE Observation Balloon as a Follower instead of a core unit when building your Regiment.

The Aunts' Observation Balloon (1 Model)

Base Size: 100mm/120mm

"Did you just drop my teapot?"

M	A	I	W	V
24"	2	5+	4	5+

The Aunts' Observation Balloon is equipped as if it had a Black Powder weapon.

Weapon's Range: 18"

Shadow of the Balloon: *Perhaps it's superstition that stops the turnip folk from standing under the balloon for too long, perhaps it's the bricks.*

Any friendly or enemy units may move across the balloon as if it wasn't there, but they must finish their move at least 1" away from the balloon's base.

If an enemy unit moves across the balloon, or the balloon moves across an enemy unit, that enemy unit must take a dangerous terrain test.

Floating through the Fog: When this unit is the target of a shooting attack, increase the (I) if the attacker by 3 for that attack unless that unit has fly.

Fly: Units with this ability may move across other units and dangerous terrain as if they weren't there.

Units with Fly must still obey the 1" rule at the end of their move.

Sharpshooters: When shooting or charging, this unit can target any enemy unit, not just the closest.

Snarky Tourists: The Aunts' biting reviews of the local populace help their Followers manoeuvre through the soupy conditions.

So long as the Aunts' Observation Balloon is on the table, you may pick the direction in which a friendly or enemy unit's pleb retreats. You may never make a unit retreat through the unit that caused them to retreat.

Toes fell from the brim of Weezel's hat and onto the table.

Flying Dames: Aunts Ascendant are a powerful Cult with the unique ability to control retreating units.

Players can send their enemies into dangerous terrain, through enemy units, and even into more dastardly scenarios that players will have to figure out themselves.

Frequently Asked Questions: Helpful clarifications and explanations.

- **Charging:** ***Von Sneg, can I charge the balloon?***

  Yes. The Balloon is dangerously close to the ground and has many dangling ropes that can be scaled.

- **Dangerous Terrain Tests:** ***Vonnie, does the balloon cause dangerous terrain tests when it charges?***

  A unit charging or charged by the balloon will not take a dangerous terrain test. If the balloon charges, or is charged through by an enemy unit, the enemy unit WILL take a test.

- **Panic Tests:** ***Can I really control the retreat of units who fail panic tests?***

  Yes. You control the direction of the Pleb, the rest of the unit must end within coherency of that pleb obeying all the usual rules for retreating.

Mirror Match: ***Oi, Sneg, I remember you! What if two players are using Aunts Ascendant then, smart arse?***

If both players are using Aunts Ascendant, then they may only control their own units' retreats.

The Leech Lovers

Love didn't cover it, they were besotted onions of each other's eyes. They were head over heels and a few more limbs thrown in for good measure. They were two eccentric parasites, together forever.

Lovers at Court: When building your Regiment, you may take twice as many Toadies as usual. These extra Toadies do not come with extra followers.

For example when playing a 3-Snob game, you would take 1 Toff (The Leech Lovers), 4 Toadies and 4 Follower units.

Grotesques: All Toadies in your Regiment have 2 Wounds **(W)** and 3 Attacks **(A)** each.

What Wonderful Hosts: Whenever you order a Follower unit with a Snob, before rolling to blunder, each player must pick a unit they control. That unit suffers a wound. These wounds cannot be saved by a vulnerability roll.

Lifeblood: Every time a unit you control completes a melee bout, it heals an number wounds equal to the number of wounds the enemy unit suffered.

- Only unsaved wounds count towards this number.
- You may return dead models this way, but you may never exceed the starting number of models in a unit.
- A dead model may only be returned if all of its wounds could be healed in a single bout.
- A unit that is completely destroyed in a bout cannot heal back any wounds.
- If an enemy unit is destroyed, still count excess wounds as wounds suffered.

Leech Lovers: *They make such a handsome couple.*

When building your Regiment, replace your Toff with the Leech Lovers.

The Leech Lovers are still considered a Toff in all aspects, but use the profile below.

The Leech Lovers (1 Model)
Base Size: 40mm/60mm

"Oh sweetness."

"Oh darling."

Command range: 6"

M	A	I	W	V
6"	6	5+	6	6+

Weapon's Range: 6"

Lovers Kiss: Every time an enemy unit suffers a wound, The Leech Lovers heal a wound. They may never exceed their starting wounds.

Heady Romance: Once per round, after they have completed an order, the Leech Lovers may suffer 4 wounds to order a Follower unit you control a second time, even if it had been ordered before.

Covered in parasites, the toes waltzed together to the rhythms of Weezel's hurdy-gurdy.

Bloodsucking Couples: The Leech Lovers are for players that enjoy watching their opponents slowly drain away. It is encouraged that players using the Leech Lovers slosh a golden goblet full of blood-coloured dice while their opponent looks on in despair.

Frequently Asked Questions: Helpful clarifications and explanations.

- **Extra Toadies:** ***Von Sneg, when building my Regiment, can I take extra Follower units with my extra Toadies?***

  No.

- **Ordering Toadies:** ***Sneg, when ordering our extra Snobs, how do we do this?***

  Starting with the player with the Initiative, players take turns ordering or giving orders with their Snobs. If one player runs out of Snobs, the other player continues to select theirs, until all Snobs have given or received their orders.

- **Healing Units:** ***Can I use Lifeblood to return a slain model with more than one wound?***

  Yes, so long as the unit is not completely destroyed, and you inflict enough unsaved wounds, you may bring back the model.

  For example, if your unit of Bastards did 3 unsaved wounds in a single bout, you would be able to bring back only 1 Bastard at the end of the bout.

- **Placing Healed Models:** ***Von Sneg, fattest leech, How do I place models returned to the board when they are healed by Lifeblood?***

  A healed model must be placed, at the end of the bout, within coherency of the healed unit, and not within 1" of any other unit otherwise it is not placed.

- **Models:** ***Are the Leech Lovers two models?***

  The Leech Lovers are two figures who share the same base. They are one model.

- **Toff Off!:** ***Good evening, Sneg's toes. Can the Leech Lovers Toff Off!?***

  Yes.

- **Unsaved Wounds:** ***Von Sneg, what is an unsaved wound?***

  An unsaved wound is a wound that has not been prevented by a vulnerability roll.

Uprising of the Louse

Battered and bruised, they marched the weeping officer up the scaffold steps and into the Tall Man. The hacking cough of the Rabble almost drowned out the officer's pathetic screams.

The Tall Man: *A towering sacrificial site constructed by a band of hapless revolutionaries.*

At the start of the game, after terrain and objectives have been set up, but before units have been deployed, place the Tall Man anywhere wholly within your deployment zone. It cannot not be placed within 1" of an objective or another piece of terrain.

The Tall Man (1 Model)
Base Size: 100mm/160mm .

"The Tall Man calls out. Can't you hear it?"

The Tall Man can be represented by a guillotine, a wicker man, a pit, a cauldron of soup, or any other suitable place of execution.

It is considered a piece of impassable terrain with the following special rules:

The Tall Man's Gaze: *The disquieting silence of the Tall Man looms over the battlefield.*

Place a distinctive D6 next to the Tall Man. The score on this dice represents the strength of the Tall Man's Gaze. The strength of the Tall Man's Gaze is equal to the number of Rabble units on the board.

The Tall man's Gaze can never be less than 1 or more than 6.

Unnerving Effigy: Every time your opponent rolls to see if a unit blunders, they must roll a number of dice equal to the strength of Tall Man's Gaze. A roll of a 1 on any of the dice makes the unit blunder.

Thoughts of Rebellion: *The whispers of the Tall Man make embittered peasants turn on their betters.*

Whenever an enemy unit rolls to see if they blunder, for each roll of a 1, you may add a single Rabble unit to the board under your control.

The Rabble must be placed within 3" of the Tall Man, and not within 1" of any other unit.

The Rabble is placed immediately after the enemy unit blunders, but before they perform their order.

You may only have 4 Rabble units at any time.

When building your Regiment you may take up to TWO Rabble units as Followers.

Rabble (4 Models)
Base Size: 20mm/30mm

"Rabble, Rabble, Rabble." – Rabble

M	A	I	W	V
6"	?	7+	1	7+

The Rabble must be equipped with Close Combat weapons.

Swarm 'Em!: The Rabble have an Attack Characteristic **(A)** equal to 2 + the number of friendly Rabble units on the board, including itself.

The Tall Man Protects: Friendly and Enemy units can never scenario blunder, units roll to blunder normally instead.

How They Play

The toes rebelliously glared at Weezel.

Phrygian Inkcaps: The Uprising of the Louse is a collection of revolutionary failures looking to liberate their opponent's Followers from their Snobs at all costs.

Frequently Asked Questions: Helpful clarifications and explanations.

- **Blunders:** ***Can you explain Blundering again?***

  Blunders: Every time a player decides to Order a unit of followers, they must roll to see if they **Blunder**.

  After a player has declared which order the unit is going to perform, they must roll a dice. On a roll of a 1, the unit blunders and can only perform a limited version of the order (found in the Orders List on page 10).

  If a Follower unit Blunders, it immediately receives a panic token.

- **Mirror Match:** ***Do two Tall Man's Gazes stack?***

  No. The strength of each Tall Man's Gaze is independent.

- **Coherency:** ***Sneg, do the Rabble have to be placed in coherency?***

  Yes.

- **Rabble:** ***Von Sneg, you hated aristocrat, what is the strength of the Tall Man's Gaze when there are no Rabble units on the board?***

  1.

Saint Alamei's Rocket Batteries

Newly weaned engineers listen in awe to tales of Saint Alamei and the catastrophic explosion that lifted her to sainthood. Cheers erupt as missing-fingered officers throw a few bangers on to the fire during the good bits.

Saint Alamei's Rocket Batteries: *A boisterous lot of pyromaniacs, the devotees of Saint Alamei adore blowing things up.*

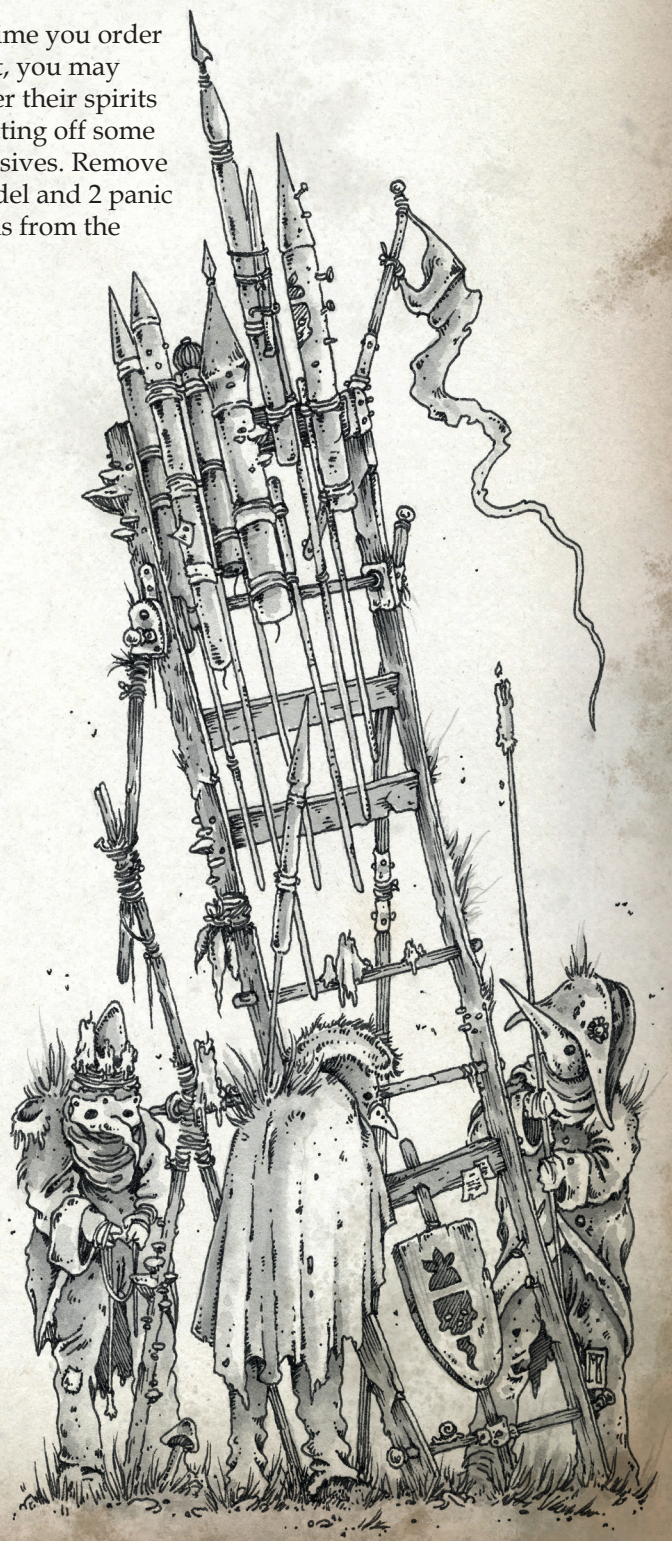
By choosing this Cult, you gain access to an artillery park's worth of explosives known as St. Alamei's Rocket Batteries.

You may take up to TWO units of St. Alamei's Rocket Batteries as Followers instead of core units when building your Regiment.

Pocket Rockets: Whenever the last model in a unit from your Regiment is removed for any reason, their collection of smuggled pyrotechnics detonate. Before removing the last model, choose another unit closest to that model and give it 2 panic tokens.

Firework Fanatics: Devotees find loud noises and violent explosions uncommonly calming.

Anytime you order a unit, you may bolster their spirits by letting off some explosives. Remove 1 model and 2 panic tokens from the unit.



St. Alamei's Rocket Battery (1 Model)

Base Size: 60mm/80mm

"I call this one the Apocalypse!"

M	A	I	W	V
0"	3	6+	3	7+

St. Alamei's Rocket Battery is a model composed of an overloaded rocket frame and its crew, but is considered 1 model. If the cannon and crew are on separate bases, the crew are not part of the game and simply act as wound tokens.

St. Alamei's Rocket Battery is equipped as if it had a Black Powder weapon.

Ammunition: St. Alamei's Rocket Battery can only fire Pandemonium Rockets:

- **Pandemonium Rockets**

  Weapon's Range: 60"

  The player rolls 5 shooting attack dice instead of the usual one. Any hits cause 1 wound to the target unit. These wounds cannot be prevented by a Vulnerability roll.

  The target unit gains a panic token for EACH successful hit instead of just one.

  Ricochet: You MUST choose another unit that is closest to the target; give that unit 2 panic tokens.

St. Alamei's Rocket Battery has the **Unstable Icon**, **Stubborn Fanatics,** and **Preliminary Bombardment** special rules.

See the Stump Gun's unit profile for more details (page 32.)

How They Play

Taking an eye off the toes for a second, they had lit a rocket and were already clambering on board.

Fireworks Night: Saint Alamei's Rocket Batteries are panic bombardment specialists.

Players will launch salvos of panic-inducing rockets, while their Followers' ability to shrug off panic will let them wade into rocket fire and push the enemy back.

Frequently Asked Questions: Helpful clarifications and explanations.

- **Closest Units:** ***Von Sneg, when using Ricochet and Pocket Rockets, what if there is more than one closest unit?***

  You may choose which one takes the panic token.

- **Pocket Rockets:** ***Toes, what happens when Pocket Rocket triggers in melee?***

  The unit that destroyed the unit with Pocket Rockets will take a panic token.

- **Firework Fanatics:** ***Sneg, can I detonate Snobs with Firework Fanatics?***

  Yes. Though it might be a bit unwise.

- **Removing the Last Model:** ***Does removing the last model with Firework Fanatics cause a unit to let off their Pocket Rockets.***

  Yes.

- **Choosing Units:** ***Von Sneg, do I pick friendly or enemy units?***

  You must pick the closest unit to the target. It could be friendly or enemy.

The Temple of Swellings

A punt sent the gnarled root relic hurtling through the air towards its unsuspecting target. It struck him square in the chest, and he ruptured. Instantly taking root The Swelling pulled bones away from flesh. Fountains of blood and bile erupted, as rootlings started stirring, and squelching.

The Swollen One: *The Swelling is a malevolent tuber trapped in an ornate reliquary projectile.*

Once per game, instead of ordering a unit, you may hurl The Swelling. Select a single Follower model anywhere on the board with no more than 2 Wounds **(W)** on their unit profile.

Remove the target model and put The Swelling in its place. If there are any models in the way, their controller must move them up to 6" so that they are at least 1" away from The Swelling, maintaining coherency and obeying the 1" rule. If they cannot meet these conditions, then they are removed as well.

The Swelling (1 Model)
Base Size: see below.

"The worst part is getting it back in the box."

Base Size: The Swelling is represented by a bulbous growth on a 4"/100mm diameter circular base.

The Swelling grows tendrils, which are represented by roots on 1"/25mm wide and 4"/100mm long bases.

The Swelling and its tendrils are treated like a single piece of dangerous terrain with these special rules:

Unquestionably Appalling: No unit may deploy or end its move within 1" of The Swelling.

Abnormal Growth: At the start of a round, The Swelling sprouts **THREE** tendrils.

Tendrils: Place a tendril, one at a time, with the narrow end in base-to-base contact with either the Swelling or another tendril, and at least 1" away from all units, other terrain and objective markers. If this is impossible, the tendril is not placed.

Grasping Horror: If a tendril is placed within 3" of a Follower unit, that unit must immediately take a dangerous terrain test.

The Swelling can only ever force 2 units per round to take a dangerous terrain test by placing Tendrils.

It's Everywhere!: Friendly or Enemy units fail dangerous terrain tests on a result of a 1 and 2, instead of just 1.

Rootlings: *Making shadowy pacts with the marsh, your Regiment has been blessed by swarms of Rootlings.*

You must take at least one unit of Rootlings as Followers when building your Regiment. Your Regiment may contain any number of Rootlings.

Rootlings (6 Models)
Base Size: 20mm/30mm

M	A	I	W	V
6"	2	7+	1	7+

Strange vegetable creatures waddle forth, dragging their newfound friends kicking and screaming into the mud.

Rootlings are considered to be equipped with Close Combat weapons.

Uproot: When this unit is killed, at the start of the next round, place the unit within a piece of dangerous terrain, not within 1" of any other unit.

Rootlings may use **Uproot** to be placed within 3" of The Swelling instead.

Marsh Born: This unit always passes dangerous terrain tests.

How They Play

The toes fled in horror as a potato rolled onto the table and sprouted legs.

Holy Hand Grenadier: The Temple of Swellings is a bizarre Cult which aims to control the board with an ever-expanding terrain piece that makes a safe spot for Rootlings, and doom for its prey.

Players may wish to represent The Swelling with plasticine, adding more to the lump as it grows.

Frequently Asked Questions: Helpful clarifications and explanations.

- **The Swelling:** ***Snnegg? Where do I place The Swelling when it hits?***

  To replace a model with The Swelling, make sure that The Swelling has at least some part of its base overlapping where the target model was and that it is entirely on the board.

- **Mirror Match:** ***Can two opposing Swellings overlap?***

  No. The Swelling and its tendrils must be placed so that it's at least 1" away from an enemy Swelling.

- **The Herd:** ***Von Sneg, can the Herd grow from The Swelling?***

  Yes, as it causes dangerous terrain tests. However, they will fail a dangerous terrain test on a 1 and a 2 instead of just 1.

- **Terrain and Objectives:** ***Can I place The Swelling on terrain, objectives, or overlapping the board edge?***

  No. The Swelling should be placed as close as possible to its target, but not within 1" of any other terrain or objectives and not off the board edge.

  Tendrils cannot overlap terrain, objectives, or the board edge.

- **Dangerous Terrain Tests:** ***Can The Swelling cause a unit to take multiple dangerous terrain tests a round?***

  Yes, but it can only cause one test per unit when placing its tendrils. If a unit moves across The Swelling, it will still need to take a test.

- **Scuttlers:** ***Can Scuttlers deploy out of The Swelling?***

  No.

- **Targeting:** ***Von S., can I target my own units with The Swelling?***

  Yes. You may target a friendly unit, including one of your allies.

- **Flying Units**: ***Do Flying units or other units that ignore dangerous terrain tests ignore The Swelling as they move across it?***

  Yes.

- **Rootlings:** ***Von Sneg, one last thing, can ALL Rootlings use uproot to be placed within 3" of The Swelling?***

  Yes. Both friendly and enemy units, including Rootlings from other cults!

Credits

Designed and Illustrated by Max FitzGerald

Thanks to all the wonderful people that helped make this possible.

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Eridin Ironboar

Ernesto Flecha

Ernst Rullmann

Ethan Moore

Ethan Seward

Evan Dalke

Evan Morcom

Evgeny Volkov

Evil

Frog

Evlyn Moreau

Ezra

Fabelzel

Fábo

Fallen Sword games

Felix Welzel

Fergus Barker

Fiona Gardiner

Flying NightBear Games

FootofTape

foxfirepro

FugginSchway

gabe

Garrot

Garry Burgess

Garry Gross

Gavin Butstraen

Gaxx42

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George Glover

Georgia Rose de Carvalho

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Gergely Bence

Giacomo Ferrarini

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Grace Dordevic

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Grant Howitt

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Greg Gilliam

Gregory Gelder

GregX999

Gruff Humphreys

Gunnar Lopez

Guy Bowman

Gyrinx

Halbernacht

Hamster6802

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Hazel

Heinze

Helge Wilhelm Dahl

Henry McCutcheon

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HLM

Holly Beem

Homo Rattus

Horridus.28

Hugh Simpson

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Ian

Ian Bryant

Ian Jones

Ignasi Sitges

Ilan Inglis

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Isaiah Seyler

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Kohen Gillis
Korlithzaan
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Kyle Latino (Map Crow)
Kyle Reimergartin
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Lavender Knight
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Lucas Hand
Lucca Buonamano
Lucius Cyrus
Lukas Heiertz
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Luke Spindler
LZ
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Orion the Above Average
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saltywendigo
Salzbrezeln
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shahar mendelboim
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Shawn
Shawn M. Hescock
Silberfischchen
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Simon Alskans
Simon Terry
SimpleGoblin
Sindre Helgevold
Sinister Grackle
Six
Skarabastus
Skimpyy
Skullforge Studios
Skullicus
Skulltaker, The Flaming Sword of Khorne
Skwoz
Skylar H.
Snowtrudger

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Sokoly
Sören R.
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SpamInHand
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Tentacle_Eyes
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ThatBennett
The Mighty BOTTL
The Trash Viking
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TheLemonGawd
theRx
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Venn Busby
Viewbob_True
Ville Kemi
Viridooo
Vivien Fouquet
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Volker Kirschbauer
Waiting_For_Something_To_Happen
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Wayne Robert
Whit C
Will
Will
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Will dowd
Will Robot
Willem Cluness
William Lee
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